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NEW COMIC: ORDER OF THE STICK!

dragon

ISSUE 339 · JANUARY 2006

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& MORE!

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5 RAVENLOFT SPELLS

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ECOLOGY OF THE DRACONIAN

ISSUE 339 JANUARY 2006

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CONTENTS

Publisher: Keith Strohm
Editor-in-Chief: Erik Mona
Senior Art Director: Sean Glenn
Associate Editor: Jason Bulmahn
Assistant Editors: Mike McArtor and F. Wesley Schneider
Graphic Designer: Sarah Robinson
Advertising Director: Joshua J. Frost
Director of Operations: Jeff Alvarez
Prepress Manager: Kelly O'Brien
Circulation Manager: Pierce Watters
For Wizards of the Coast: Rich Redman and Ed Stark

CONTRIBUTING ARTISTS
Peter Bergting, Rich Burlew, Eric DesChamps, Steve Ellis, Tomas Giorello, Niklas Jansson, Michael Kaluta, John Kovalic, Tony Moseley, James Ryman, Eva Widerman, Aaron Williams, Ben Wooten

CONTRIBUTING AUTHORS
Cam Banks, Shelly Baur, Jason Bulmahn, Joshua Cole, Andy Collins, Jesse Decker, Richard Farrese, Mike Fehlauer, Mike L. Fiegel, Luke Fleeman, Chris Flipse, Phil Greeley, Monte Lin, Johnny O'Neal, Sean K Reynolds, F. Wesley Schneider, Jon Sederquist, James Sutter, Stephanie Vergamini

PAIZO PUBLISHING, LLC
2700 Richards Road, Suite 201, Bellevue, WA 98005-4200

Chief Executive Officer: Lisa Stevens
Chief Operating Officer: Keith Strohm
Technical Director: Vic Wertz
Director of Operations: Jeff Alvarez
Corporate Accountant: Dave Erickson

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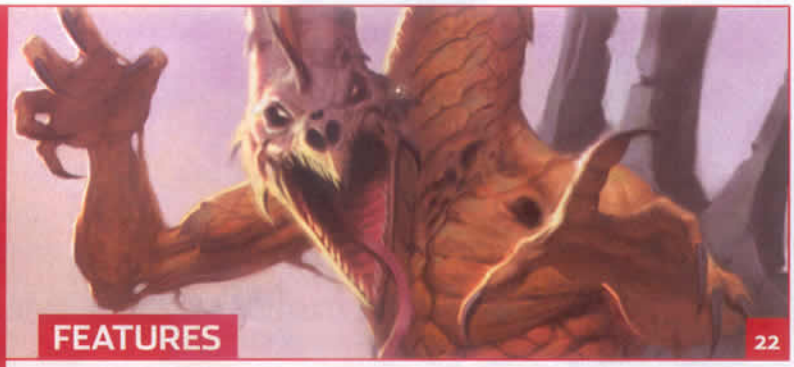

FEATURES

22 **DRAGON KINGS**
by Chris Flipse and Jon Sederquist
Make the change. Become a dragon king of Athas.

26 **RACES OF SPELLJAMMER**
by Joshua Cole
Get the giff that keeps on giving. Three new PC races.

32 **DEAD FACTIONS**
by Monte Lin and F. Wesley Schneider
Six factions annihilated by the Lady of Pain's wrath.

44 **CREATURE CATALOG IV: CLASSIC MONSTERS**
by Sean K Reynolds
Beloved beasties from Greyhawk, Mystara, and Ravenloft.

66 **ECOLOGY OF THE DRACONIAN**
by Cam Banks
If only Tanis and Sturm had known this.

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Letters to the Editor: scalemail@paizo.com
Submissions: dragon@paizo.com
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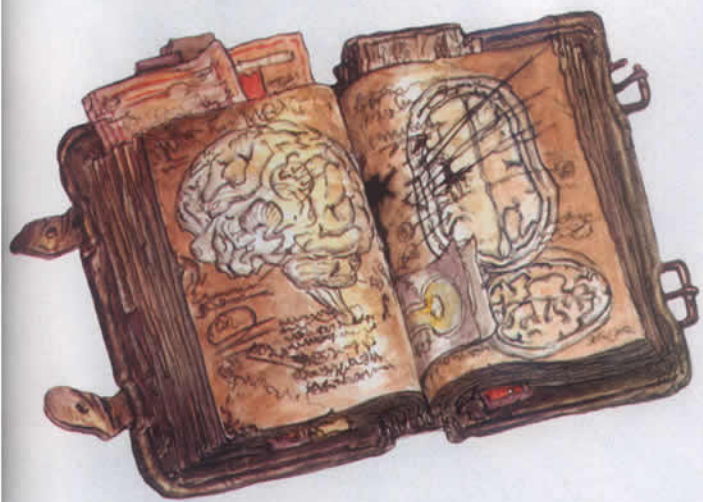
Customer Service: customer.service@paizo.com
Sage Advice: sageadvice@paizo.com
Advertising: josh.frost@paizo.com

TABLE TALK

8 FROM THE EDITOR
Erik discusses monsters and settings of bygone days.

10 SCALE MAIL
We answer your letters.

14 FIRST WATCH
Previews, news, and gear for gamers.



FAMILIARS

72 WORMFOOD
Drink from the *fountain of fortune's folly.*

76 SPELLCRAFT
Spells of insanity from MASQUE OF THE RED DEATH.

80 GAMER GUIDE

82 SAGE ADVICE
The Sage answers your rules questions.

86 CLASS ACTS
Options and insights for your favorite classes.

96 COMICS

ON THE COVER

rk post shows us PLANESCAPE's Lady of Pain as you've never seen her before.

CONTINUITY

"Chant is Oerth is dying..."

Some years back those words appeared in a PLANESCAPE sourcebook and set hundreds of Internet-obsessed WORLD OF GREYHAWK fans on edge. We'd clustered on places like Usenet and America Online, each of us surprised to find so many others who shared our passion for the original DUNGEONS & DRAGONS campaign setting. By the time I got online the GREYHAWK product line had been two years in the ground. Still edgy from the loss of regular support, we scanned the pages of *DRAGON* and PLANESCAPE books like a miner panning a river for loose flakes of gold. When some new tidbit appeared we discussed it in detail online, reading it like a shaman reads entrails to divine the fate of our favorite campaign setting.

DRAGON was often our only real option for official support. Through it we read pages from a cancelled product, learned more about the gods, and discovered new spells and magical tomes of famous wizards. Some of us showed our support by sending letters like the one signed "Iquander" in #227. That's me.

So when GREYHAWK merited a few pages in PLANESCAPE's *On Hallowed Ground* in 1995, it was a pretty big deal. The PLANESCAPE line had not yet been cancelled, and it boasted beautiful production values and most of TSR's best creative talent. The brief section gave an overview of six important gods (three of whom later graduated to third edition's core pantheon) and revealed new details about their planar lairs. Instead of celebrating this, however, we immediately zeroed in on one line that, like an unexpected entrail, seemed to hold dark prophecy. "Chant is Oerth is dying..."

The phrase read like an obituary. That it was delivered in PLANESCAPE's ultimately grating patois made it sting a little worse. It goes without saying that all of us blew the significance of the line way out of proportion and that the book's author implied no such secret message. But it made it no less true. In fact, in terms of being actively published, Oerth wasn't just dying—it was already dead.

A funny thing happened three years later. GREYHAWK came back from the ashes with its own product line, helped to form the basis of third edition D&D, and inspired a worldwide organized play campaign with more than 10,000 active players. Nowadays you don't have to look very far to find GREYHAWK material, even if Wizards of the Coast doesn't publish a full GREYHAWK line. Times have been far, far leaner.

As DUNGEONS & DRAGONS enters its fourth decade, official campaign settings have come in and out of print. They've changed drastically with new editions, and like EBERRON does today, they've spurred creative innovation in both rules and imagination. They are a huge part of what makes DUNGEONS & DRAGONS such an exciting and enjoyable hobby. And I can tell you from experience, it stinks when your favorite one isn't being actively supported.

So let's raise a toast to inactive support, of the variety only *DRAGON* can provide. Let's take this month to celebrate traditions and ideas worth remembering and sharing with a new generation of gamers, or maybe with our same old friends who never left a cherished setting in the first place.

In this spirit, I've decided to revive another old tradition here at *DRAGON*. Back in September of 1984, *DRAGON* #89 introduced the *Creature Catalog*, a 20-page collection of brand new monsters for use with D&D. *Creature Catalog II* came five months later, with the third and final installment hitting in #101, exactly a year after the whole thing had started. In the course of a year, *DRAGON* published 71 new monsters, including some like the lillend, dark naga, and asperii that have gone on to fame in later editions.

This issue features *Creature Catalog IV*, some 20 years after its predecessor. Old campaign settings aren't the only thing worth remembering, although this month's monsters all originally appeared in one. *Creature Catalog V*, in issue #343, will include mostly original monsters worth remembering 20 years from now.

We hope to do at least as well as the asperii.

ERIK

Erik Mona
Editor-in-Chief
erikm@paizo.com

LETTERS

Tell us what you think of this issue. Send an email to **scalemail@paizo.com**. Please include your name, city, and state.

October = Scary

Dragon #336 featured the two creepiest articles I've read in Dragon in over twenty years of subscribing. "Not for the Living," by James Jacobs, and "Birth of the Dead," by Ari Marmell, were both good reads and provided interesting information for incorporating horror into D&D games. "Birth of the Dead" also had very effective use of vignettes of the "iconic" characters to make the individual entries really twisted.

Grant Deyoe
El Segundo, CA

There's just something special about killing off the likes of Regdar and Tordek that seems to bring a smile to everyone's face. Both articles were favorites around the office, too, and I think they formed the backbone of one of our best issues in months. October is always a "scary" issue, which means it receives a lot of submissions and we have lots of time to make it as compelling an issue as possible. We're already making plans for 2006's October issue, and it's looking like a frightening year!

Epicurious?

Just wanted to say I love the new format of the magazine. It seemed like in the past the magazine was just a big ad for the new product that month. I do have one problem, though. I would love to see more epic prestige classes, items, and spells. There is a limited production of such articles, having seen none since the epic issue of Dragon. The published product has few prestige classes and I would love to see more. I play in an epic campaign at the moment, and my DMs run into epic levels often. I would love a new class to play.

Thanks from an avid gamer of nearly 20 years.

Tad Zembko
Via Email

Ask and you shall receive. This very issue contains an epic prestige class in the form of Dark Sun's dragon king. While we don't have any more epic material planned for the immediate future, you might check out #337's "Eternal Evil: The Lords of Dust," an Eberron article that features several foes suitable for epic level campaigns. We don't tend to publish a lot of material for books like the Epic Level Handbook, Magic of Incarnum, *or the* Expanded Psionics Handbook *because those articles are less useful to the wider D&D audience than something more tightly focused on the core rules of the game, but another problem is that we receive very few proposals for this type of material. It's probably a chicken and the egg situation. Since we don't publish a lot of this material in the first place, no one bothers to propose it to us. Let the word go out. We are interested in proposals for D&D "cap systems," and will publish the best articles as time and space allow.*

KNOWLEDGE CHECK

Question: In what campaign setting might you find digitalogists, mechanicians, and spellslayers?

Pacing Mr. Snit

Dragon used to contain the occasional complete game in its issues. Some had maps, cut-out pieces, etc. Was there ever a publication that put together those games in one book? I was reminiscing of a space game that came in one of the issues in the mid 80s, thinking how good it would be for my daughter to play it today, but I obviously don't have it anymore. I used to enjoy playing them as a kid and was wondering if they were ever reprinted.

Zee
Via Email

In 1990, TSR published a boxed set called The Best of Dragon Games, *a package that included* The Baton Races of Yaz, File 13, King's Cable, Ringside, *and* Food Fight. *The set is long out of print, but at press time eBay had one for twenty bucks. Tom Wham, the amusing illustrator whose cartoons grace the first edition core rulebooks and who designed*

and illustrated many of DRAGON'S *1980s boardgames, has recently released updated versions of several of his creations through Steve Jackson Games, under the title* Snits! *The package includes the games* Snit Smashing (DRAGON #10) *and* Snits Revenge (DRAGON #11), *and is available online at* ***paizo.com.***

I Knew You Were Going to Say That

I would like to say that I love this magazine, but there is one thing I would love even more. Please do more with the psionic classes. They are so cool. One thing I noticed is that you guys usually don't cover much psionic material. I would love to see one of the psionic monsters in the ecology section. "Ecology of the Thri-kreen" would be awesome. I also would like to see the psionic classes in Class Acts, as it is one of my favorite sections—maybe some new psionic prestige classes, psionic items, or feats. I also heard that they might release *Complete Psionic.* That would make my day. Just some food for thought. Keep up the fantastic work.

Ben Van Zant
Richmond, IN

While I can't give any details at this time, I can confirm that Complete Psionic *is currently slated as an April, 2006 release from Wizards of the Coast. As with epic content (see above), we're always on the hunt for new psionics material—we just don't get very many quality submissions for it. We're certainly open to the idea of running a two-page psion-focused Class Act, but we need someone to write it first.*

Louder, Lowder

I was given a subscription to DRAGON a little over a year ago as a 25th birthday present from a friend. I hadn't read DRAGON with any regularity since I was twelve or thirteen, so I wasn't sure what I was getting, what with the 3.5 rules, new articles and columns, and colorful, vibrant, artistic covers on glossy paper, which seem to have the intended effect of flypaper for geeks. After one preliminary look-through, I was hooked! (I have since shelled-out my own hard-earned cash to renew my subscription, and have been quite pleased with it.)

Since the time I came aboard (#321) I have enjoyed flipping through the articles, some of which have inspired me so much that I would like to try to implement them into my own campaign (#322's "Ecology of the Dark Ones" and its darkness/shadow-themed articles have been my favorite to date).

The fiction has proven to be hit-or-miss, however. When #336 featured a story by one of my favorite fantasy story-tellers, James Lowder, I was plum-near pickled pink with excitement! *The Ring of Winter* (a FORGOTTEN REALMS novel) and *The Rigor of the Game* (a short story from a RAVENLOFT anthology) both gripped my over-active imagination when I was younger. Many moons had passed since I last thought of Mr. Lowder, and it was a fond recollection when I read "Bandits in the Path of Fame." Thank you for publishing fiction from one of my favorite fantasy writers, and please send my regards and urgent request for Mr. Lowder to publish many, many more stories, for the sake of the genre. He's got the goods.

Sean
Fayetteville, AR

We were very pleased with Jim's story in #336, and look forward to more proposals from him. We're currently planning our fiction schedule for 2006, and I think fans of fantasy fiction will have a lot to cheer about this time next year. I'm committed to publishing at least four short stories a year, but I want to make sure they're really good, and that they will be of interest to D&D players. It's more difficult than it looks, but I think it's a task worth the effort. In its 30 years, DRAGON *has featured top-quality fantasy fiction from the likes of Gardener Fox, Ben*

Chaos Wasteland
http://chaos-wasteland.dyndns.org:6969/
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Scan Requests

Official D&D
- Heroes of Horror
- Hellspike Prison
- Spell Compendium
- Dungeon Magazine #126

d20 Green Ronin
- The Book of Fiends
- Testament

d20 Sword & Sorcery
- Advanced Player's Guide

d20 Sovereign Press
- Towers of High Sorcery
- War of the Lance
- Holy Orders of the Stars
- Legends of the Twins
- Spectre of Sorrows

DRAGON'S HOARD CONTEST

Dragon Talk

Both *Dragon* and McFarlane Toys want to congratulate Robert McCord of Tucson, Arizona on winning last September's *Dragon*'s Hoard Contest! Out of the more than one hundred entries, Robert's was selected to win a complete set of *McFarlane's Dragons Series 2*. Thanks to every one who participated and check this section in the upcoming months for an all new, even more monstrous contest!

Bova, Neal Barrett Jr., R.A. Salvatore, Margaret Weis, Tracy Hickman, George R.R. Martin, and more. The hunt continues for top-shelf fantasy.

A Mote in Your Eye

I'm a 22-year-old college student, and I've been playing D&D (and reading *Dragon*) for the past five years. My brother and I are first-generation gamers, so we don't know about the older legends. Take *The Eye of Argon*, for example: we just found out about it. *Dragon* isn't connected to this story, obviously, but it's apparently legendary. It's certainly one of the most... err... "impressive" stories either one of us has ever happened upon.

So we got to thinking: maybe *Dragon* could do a "legendary embarrassments" issue, maybe for April.

Rob
Via Email

Prior to reading this letter, I had never heard of The Eye of Argon. *Now that I've read the first couple of pages, I need to take an eye shower.* **Google.com:** *So often your friend, sometimes a deadly enemy.*

And Not a Moment Too Soon

After several years of enjoying your magazine I started to find that I was enjoying it less; not that it was bad, just nothing special. Then, my final subscription issue was the October issue and the pieces on the undead knocked me out. But still, it was easier to just let the subscription run out. Then I learned that *Order of the Stick* would be joining your magazine. Well, that was enough. I'm back!

Dale Kantz
Via Email

Fluff Has Fans

By watching the developments made in *Dragon* and by reading the updated submission guidelines for your magazine, I have noticed a trend that I am very happy with, and that is the movement towards more "fluff" content over pure rules. Your submission guidelines mention that prestige class articles should include all the background information on the affiliated organization, and further rules detail to develop it further—and this same approach is taken with all of your other articles as well, such as Spellcraft. I think it's great that such in-depth information is now being included in your general articles, because I have always been a champion of fluff, and really think that it is the detail that makes a campaign world real.

However, I have one suggestion. As a DM, one of my favorite things is to create that material myself—and though I often don't have time, which is when this background information is useful, sometimes I find the information given is restrictive to my own ideas. Now, I realize that I can easily ditch the given information in favor of my own, but sometimes the presented rules don't work without at least some of the background that is included. As such, my suggestion would be that in each such article, a small sidebar is included detailing various ways that the information can be incorporated into a campaign. Give some ideas as to how to alter certain aspects of the background to mold it to any campaign, or give basics on alternative background information to help DMs fit everything into their own campaign smoothly.

Forgive the slight rant, and keep up the great work! Kudos to Erik Mona!

Lucas Johnson
Whitby, Ontario

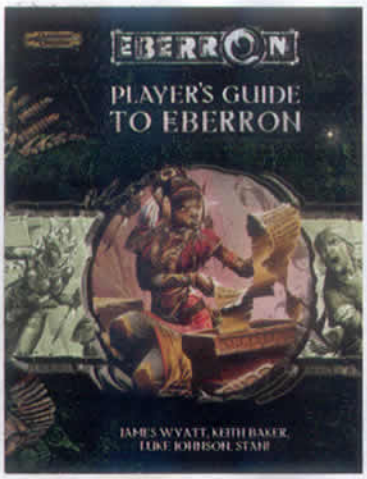
Thanks for the show of support, Lucas. Honestly, I really hate the term "fluff," because its basically a bit of derision leveled by math-obsessed nerds who think the true joy of D&D comes in min-maxing a character to gain the greatest benefits for the lowest cost. Fun. "Crunch," which is to say the rules-heavy opposite to "fluff," has more positive connotations among some. In fact, the game needs both to be truly engaging, and one cannot stand without the other. Just as an article or game book can contain too much flowery prose that limits a DM's options for using the rules in her own campaign, so too can design be so overloaded with rules bits that it utterly fails to inspire anything short of yawns. The best design provides a balance of the two, and we endeavor to provide just that type of material in this magazine. Please let us know how we're doing by visiting the messageboards at **paizo.com**.*—Erik Mona*

Knowledge Check Answer

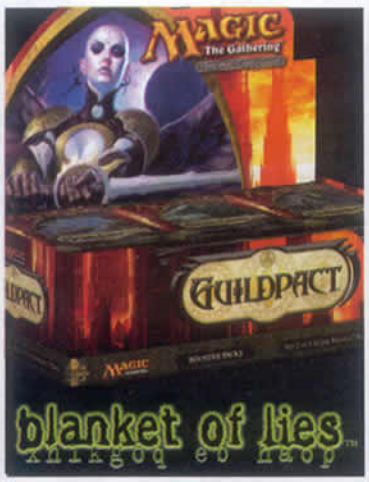
Answer: In few other settings did magic and machinery work hand in hand more than in the Arabian adventures of Al-Qadim.

NEW RELEASES

Races of the Dragon lets you trace your character's ancestry back to your favorite dragon. Choose to play a spellscale, with natural spellcasting abilities and the ability to call on draconic gods, or transform your existing characters into dragonborn, the adopted children of Bahamut. There's even a whole chapter detailing kobolds as both opponents and a fully detailed character race. Designers Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, and Kolja Raven Liquette packed in much more as well, like new power word spells, draconic grafts, sample NPCs, and ideas on how to incorporate these new draconic races into your existing campaign. –*S.B.*



Talk about player friendly! Think of the *Player's Guide to* EBERRON as the foremost encyclopedia to the world of EBERRON. Building on the campaign setting's ever-growing lore, the guide covers specific in-game topics such as detailed histories of various lands, specific documents players might come across, and lots of maps (like Morgrave University and a typical Church of the Silver Flame). Designers James Wyatt, Keith Baker, Luke Johnson, and Steven "Stan!" Brown incorporated fan suggestions submitted via the Wizards of the Coast's website into the book, trying to tap into the great new ideas and material EBERRON fans need the most. –*S.B.*



The new year brings with it two all-new expansions from Wizards of the Coast. First, the new *Blanket of Lies* expansion for HECATOMB features alien endbringers from another world, providing new minions, technology and gods to aid you in your obsession to destroy the world. Then there's the new MAGIC: THE GATHERING *Guildpact* expansion; this set—the second in the exciting Ravnica block—features more powerful gold cards, tools for creating new multicolored decks, and three new guilds, with new leaders, guild-specific mechanics, and *Magic's* first four-color creatures. For more info, visit **wizards.com** –*M.L.F.*

NEXT MONTH IN DRAGON # 340

The Sun and the Moon
by Craig Campbell and Chris Tulach
Learn the secrets of these two celestial bodies and those who study their signs and portents. Will you seek the knowledge and wisdom of the sun or the ever changing passions of the moon?

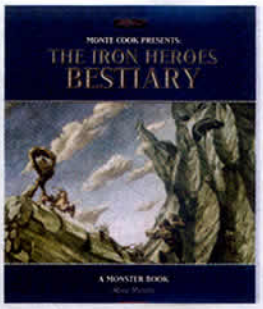
What's Your Sign
by Hal Maclean
Was your character born under the sign of the dragon, the chimera, or the unicorn? Twelve new birth signs for your D&D game.

Master Astrologer
by E.W. Morton
Few who gaze up at the stars understand the magic that hides in their twinkling light. The master astrologer knows their secrets and studies the heavens to uncover mystical powers far beyond his earthbound kin.

Plus!
The Ecology of the Mooncalf, Spellcraft, Bazaar of the Bizarre: astrological magic items, Class Acts, First Watch, Scale Mail, Sage Advice, Wormfood, and comics.

RED SPIRE PRESS

If you think you've seen it all with traditional fantasy roleplaying games, you might need a trip to the blighted Earth of Red Spire Press's Dark Legacies campaign setting. Low-tech machinery combines with dark magic and armies of unnatural abominations to form the base of this ruined and reforged world, all depicted in appropriately grim—and sometimes downright disturbing—black-and-white art. For new races, new classes, and new horrors to be defeated, check out the *Dark Legacies Players Guide*, the *Dark Legacies Campaign Guide*, and more at **redspirepress.com.** *–J.C.*



IRON HEROES BESTIARY

Like Malhavoc's *Arcana Unearthed*, *Iron Heroes* offers an alternative rules system for d20 players fully portable into any campaign. Emphasizing combat rather than magic, *Iron Heroes* is a game of gritty battle and daring physical feats. Monsters, however, still use plenty of magic, and you'll find scores of them in the *Iron Heroes Bestiary*, releasing this month. Designer Mike Mearls presents more than thirty beasts, like the dreaded bone machine and terrifying necrophage, guaranteed to threaten adventurers from level 1 to 20. Find out more about *Iron Heroes* and the *Iron Heroes Bestiary* at **montecook.com.** *–S.B.*

CASTLE KITS

Tired of delving into dungeons that bear an uncanny resemblance to crudely-scrawled battlemats? Bored with the same flat, stock minis maps again and again? Castle Kits has the solution!

Explore soaring multilevel vistas and mile-deep dungeons in thousands of different combinations. Battle up stairs, take (or deliver) fire from inaccessible balconies, and wander through endless dungeon halls. Castle Kits' (**castlekits.com**) Ready-to-Play Dungeon Arenas and Ready-to-Play Dungeon Sets offer dozens of high-quality, durable, and finely painted 3D dungeons sized for 28mm miniatures. *–J.C.*

HACK & SLASH

Remember when rogues were thieves, adventures were modules, and saying "THACo" didn't make people laugh? Goodman Games's d20 series of Dungeon Crawl Classics brings back that retro-style gaming you remember from the '80s, complete with illustrations by classic TSR artists, detachable covers, and plots inspired by classic modules. Their current lineup includes *Into The Wilds*, a classic exploration-style adventure in the spirit of *Keep on the Borderlands*, and *Revenge of the Rat King*, the long-awaited sequel to the first Dungeon Crawl Classic, *Idylls of the Rat King*. For more info, visit **goodman-games.com.** *–M.L.F.*

WORM FOOD

The first pewter miniatures produced by Mega Miniatures (**megaminis.com**) in conjunction with Paizo Publishing, Writhing Stranglers are the perfect putrescent undead for use in your Age of Worms or zombie-ridden home-brew campaign. Each pack comes with 6 identical, 30mm-tall worm-infested miniatures. Numbered consecutively, this limited-edition production run of unpainted, lead-free figures consists of just five-hundred packs. After this release the molds themselves will be destroyed.

Writhing Strangers are only the first in a whole line of Mega Miniatures and Paizo Publishing limited-edition collaborations. A menacing new 88mm-tall dragon also debuted last month, with more creatures and characters in production. The miniatures are available exclusively from **paizo.com**. Watch that site and these pages for future limited-edition Mega Miniatures releases. *–J.S.*

FLATTENED FIENDS

Put away the pennies and poker chips—Ocho Games has created an all new way to generate armies of bad guys for your next D&D game. Their new Monster Tiles are high-quality ceramic tokens painted with professionally-illustrated representations of popular creatures, straight from the *Monster Manual*. From one-square zombie tiles to four-square trolls, they're tough enough to survive a trip into the chip dip, portable enough to fit a fistful into a dice bag, and accurately sized for use with your existing miniatures and game mats. Check out the whole line online at **ochogames.com**. *–M.L.F.*

GET MOTIVATED!

Feeling down after the 15th-level of Undermountain? Under the weather in a psionic storm? Just not up to go *Against the Giants?* If even a bard song can't raise your morale, you might need one of Steve Thomas's fantasy-themed motivational posters! Check out his online store at **stevethomasart.com** for a selection of reimagined motivational posters depicting dungeon-delving (or dwelling) heroes and villains at their daily grind, as well as a calendar collecting twelve different slogans. These pieces might be just what you need to inspire your worlds-weary PCs to new heights of glory. *–J.C.*

DEM BONES

What's your dice motif of choice? Elven script reminiscent of Tolkien's Noldorin Tengwar? Catacombs entombing your 6-siders—perfect for your necromancer's *vampiric touch* spell? Or maybe you prefer your dice aflame for your abjurer's next *fireball*? It's hard to resist the assortment from the dice artists at **q-workshop.com**. Widely-ranging dice designs and color combinations let you choose the best dice for your game—whether it be D&D, Warhammer, or any other—and character, and an active and wildly creative forum even enlists members to submit their own innovations. *–A.G.*

CONAN

Conan and the Jewels of Gwahlur, a P. Craig Russel adaptation of this classic tale by Robert E. Howard's storied Cimmerian, releases this month from Dark Horse Comics (**darkhorse.com**). This hardbound volume is lurid with fearsome splendor worthy of the Hyborian Age, pulsing with the hard-hitting storytelling of Conan's creator, and richly presented by a giant of fantasy art. You don't want to miss this barbaric spectacle! Also, for lighter Dark Horse fare, be sure to check the inaugural print release of gamer webcomic fave *Penny Arcade Volume 1, Attack of the Bacon Robots*. *–J.C.*

DUNGEON THIS MONTH # 130

WITHIN THE CIRCLE

by Sam Brown

The river the hamlet of Thistle depends on was recently poisoned and if the people don't pay a ransom, a goblin named Belig has promised much worse. A FORGOTTEN REALMS adventure for 1st-level characters.

PALACE OF PLENTY

by Tito Leati

The fair Yayosei were a peaceful people, until they tried to trap the power of the Void Dragon. Today, their descendants have become beasts, but what remains within the Palace of Plenty is much worse. An *Oriental Adventures* scenario for 10th-level characters.

THE SPIRE OF LONG SHADOWS

by Jesse Decker

Centuries ago, a despotic priest-king sacrificed his nation to fuel his ascension to divinity. Now, what is left of his worm-eaten city might hold the secret to his defeat. An Age of Worms Adventure Path scenario for 13th-level characters.

D&D ONLINE: FROM DICE TO MICE

At last, the granddaddy of all roleplaying games makes its massively multiplayer online RPG debut! *Dungeons & Dragons Online: Stormreach*, projected to release next month, centers on the trading city of the same name in Eberron's untamed continent of Xen'drik. Strongly promoting cooperative play, *Dungeons & Dragons Online* allows countless users to band together in parties of up to six individuals to better explore the dungeons and outfight (or outsmart) the dangerous denizens of Xen'drik.

By Turbine (**turbine.com**), the company that brought you *Asheron's Call*, *Dungeons & Dragons Online* (**ddo.com**) seeks to revolutionize the MMORPG genre by doing away with player-versus-player hassles, reducing travel time, randomizing loot to avoid monster camping, and tying XP to goal-oriented quests rather than number of monsters killed. Combat also promises to be more interactive than most games in its genre, requiring players to actively swing swords or block with shields. Abilities such as disarming traps and climbing walls also make the rogue class a crucial asset. From multiclassing and prestige classes to material components for spells, *Dungeons & Dragons Online* seeks to recreate the quintessential D&D experience.

Tune in to *Dragon* next month for an in-depth preview feature, including interviews with the brains behind the mayhem! *–J.S.*

RPGA REPORT *by Stephen Radney-Macfarland*

It's a good time to be a Dungeons & Dragons adventure writer. Besides *Dungeon* magazine and Wizards of the Coast R&D's recently announced open call (see the September 30, 2005 "Design & Development" article at **wizards.com/dnd**), adventures are the fuel that drives the RPGA engine. We publish or sanction a lot of them—to the tune of more than 300 a year.

With all the games going on all over the world, both at the conventions we attend and all our members' home games, you can probably guess that we're always looking for adventures. While we already support a legion of adventure writers, new and talented designers are always welcome.

How do you get started? Well, first go to the RPGA website and review our recently revised adventure submission guidelines. From there you'll send a query—a 500-word idea pitch—to **rpgaadventuresubmissions@wizards.com**. You can also send questions about submitting RPGA adventures to that e-mail address.

We hope to hear from you soon. An army of adventurers are waiting to take on your challenges.

Roleplaying Design Manager Chris Perkins runs players through the RPGA's D&D Open Championship at Gen Con Indy 2005.

DARK·SUN WORLD

DRAGON KINGS

by Chris Flipse and Jon Sederquist
illustrated by James Ryman

Athas is a world ravaged by sorcery and the blistering rays of a crimson sun. Savage halfling headhunters and nomadic elven raiders eke out a living in the desolate wilderness alongside deadly psionic predators. Amid the barren wastelands lie a handful of scattered city-states, each bleeding in the grip of a tyrannical sorcerer-king. These powerful despots placate restless mobs with bread and circuses—the arenas overflowing with spectators seeking release from their harsh lives. Those who do not have the cunning to face life on Athas perish, leaving nothing but bones bleached white under the rays of the dark sun. Athas is a land of deadly magic and powerful psionics that offers few promises of glory or prosperity.

World-shaking events have sent tremors throughout the Tablelands and have liberated some city-states from the iron grip of their tyrant rulers, throwing them into chaos and bloody civil war. Whispers of the dawning of a new age are in the air, spreading like plague. Templars of the remaining despots mercilessly strike down insurrection, as their brutal servants eagerly make examples of the unruly. Protecting their own positions with dark magic and psionics, the surviving sorcerer-kings represent the pinnacle of power on Athas—dragonhood.

Who will rise to challenge them?

ATHASIAN DRAGON

The Dragon of Tyr is a creature feared by all Athasians. A reptilian beast that leaves death and destruction in its wake, it visits the city-states every year, claiming a

THE WORLD OF ATHAS

Do you want to know more about Dark Sun? Dragon #319 features roughly 30 pages of rules and background information to update Dark Sun to the revised third edition rules set. Also, make sure to visit the official Dark Sun website at **athas.org** or take part in the fan community discussions over at **wizards.com/boards**.

OF EPIC PROPORTIONS

The Athasian dragon is an epic prestige class. Epic characters, as introduced in the *Epic Level Handbook*, can do things normal characters can only dream of. The rules also treat them a little differently. All epic characters accrue base attack bonuses and base save bonuses at the same rate, so epic classes and epic prestige classes do not list these factors any longer. An epic character's base attack bonus increases at +1 per two levels beyond 20th level, regardless of the epic character's class. The epic character has a +0 base save bonus at 21st level, but thereafter his bonus increases every two levels (+1 at 22nd and 23rd levels, +2 at 24th and 25th, and so on).

The Epic Spellcasting feat allows the spellcaster to cast more spells per day beyond his class's normal maximum.

levy of a thousand lives to fuel its powerful spells. While legends only speak of one Dragon, in truth Athas has several powerful villains undergoing—or seeking to undergo—a metamorphosis that culminates in dragonhood.

Athasian dragons are arcane spellcasters and psionic manifesters. The majority of known dragons multiclass as wizard/psions, while others live as psychic warriors. It is not unusual for an Athasian dragon to possess levels in other classes that augment its already impressive mental abilities. The quickest path to dragonhood involves taking levels in the cerebremancer prestige class (see page 141 of the *Expanded Psionics Handbook*).

Powerful beings who scheme and work to achieve more power, the existing Athasian dragons guard their positions fanatically, and upstart fledgling dragons rarely risk attracting their wrath. Occasionally, an Athasian dragon manipulates adventurers to fulfill its goals, or sometimes it does so simply to amuse itself.

ENTRY REQUIREMENTS

To qualify to become an Athasian dragon, a character must fulfill all of the following criteria:

Race: Any living humanoid.

Alignment: Any nongood.

Skills: Knowledge (arcana) 24 ranks, Knowledge (psionics) 24 ranks.

Feats: Epic Spellcasting, Great Fortitude, any two metamagic feats, and any two metapsionic feats.

Spells: Must be able to cast 9th-level arcane spells and manifest 6th-level psionic powers.

Special: Must perform a ritual that requires a sacrifice of no less than 1,000 HD of living creatures and 50,000 gp.

CLASS FEATURES

All of the following are class features of the Athasian dragon prestige class.

Weapon and Armor Proficiency: The Athasian dragon gains no new weapon or armor proficiency.

Dragon Magic: By combining his knowledge of psionics and arcane magic, an Athasian dragon learns how to use the life energy of those around him to aid his epic spellcasting. When casting an epic spell with the backlash mitigating factor the Athasian dragon can drain up to 10 hit points from one living creature per Athasian dragon level as a free action. The creatures drained must be within close range (25 feet + 5 feet per 2 spellcaster levels). If the spell takes more than 1 round to cast, the Athasian dragon may select different creatures to drain each round. The total number of hit points drained in this manner cannot exceed the amount of backlash damage dealt to the Athasian dragon by the epic spell.

A living creature drained in this manner must make a Fortitude save (DC 10 + Athasian dragon class level + Constitution modifier) or permanently loses the drained hit points (its hit point total permanently drops by 10 hit points, to a minimum of 1 hp per HD). If the 10 points of damage kills a creature and it is brought back to life it automatically loses at least 1 level, regardless of the spell used to return it to life. If the spell used to return it to life normally penalizes the recipient 1 level a creature killed by this ability loses 2 levels instead.

For example, a 6th-level Athasian dragon casts an epic spell dealing 10d6 points of backlash damage and takes 55 points of backlash damage. He may drain up to 60 hit points, spread among six creatures in close range, each creature taking 10 hit points. The Athasian dragon offsets 60 hit points, with 5 drained hit points dissipating. If there were only three living creatures within range, the Athasian dragon could only drain 30 hit points and would take 25 hit points of backlash damage.

Metamorphosis: Upon beginning the transformation process, the Athasian dragon takes on some aspects of the dragon type. He gains darkvision out to 60 feet and low-light vision. In addition, he becomes immune to magical sleep and paralysis effects, and he gains a natural armor bonus equal to his Athasian dragon level.

Polyglot: The Athasian dragon gains the Polyglot feat (*Epic Level Handbook*, page 65) as a bonus feat, even if he does not meet its prerequisites.

Spells per Day/Powers Known: At 2nd level and a number of other levels thereafter, the Athasian dragon gains new spells per day (and spells

The Athasian Dragon **Hit Dice: d12**

Level	Special	Spells per Day
1st	Dragon magic, metamorphosis, Polyglot	—
2nd	Bonus feat, claws	+1 level of existing arcane or manifester class
3rd	Ageless	+1 level of existing arcane or manifester class
4th	Bite, growth	—
5th	Burrow, tail	+1 level of existing arcane or manifester class
6th	Bonus feat, frightful presence	+1 level of existing arcane or manifester class
7th	Breath weapon	—
8th	Wings	+1 level of existing arcane or manifester class
9th	Resistance	+1 level of existing arcane or manifester class
10th	Bonus feat, growth	—

Class Skills (2 + Intelligence modifier per level): The Athasian dragon's class skills (and key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Psicraft (Wis), Spellcraft (Int), and Spot (Wis).

known, if applicable) or new power points (and powers known, if applicable) as if he had also gained a level in an arcane spellcasting or manifesting class to which he belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells or Powers entry for that epic class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic, metapsionic, or item creation feats, psicrystal special abilities, and so on). At each level that grants this ability, the character must decide to which class he adds the new level for the purpose of determining spells per day and caster level or power points per day, powers known, and manifester level.

Bonus Feat: At 2nd level, and every four levels thereafter, the Athasian dragon gains a bonus epic feat from the following list (see the *Epic Level Handbook* for descriptions): Arcane Augmentation*, Armor Skin, Damage Reduction, Epic Fortitude, Epic Psionic Focus, Epic Skill Focus (Knowledge [arcana]), Epic Skill Focus (Knowledge [psionics]), Epic Spell Focus, Epic Spell Penetration, Epic Toughness, Fast Healing, Great Constitution, Great Intelligence, Great Strength, Improved Combat Casting, Improved Manifestation, Improved Spell Capacity, Improved Spell Resistance, Metamixture*, Penetrate Damage Reduction, Power Knowledge, Spell Knowledge.

*New feat, see below.

Claws: At 2nd level, the Athasian dragon's hands harden into claws. The Athasian dragon gains two claw attacks as primary natural attacks. The Athasian dragon's claw attacks deal the same amount of damage as those of a true dragon of the same size.

Ageless: Beginning at 3rd level, the Athasian dragon does not age. All age-related ability score penalties and bonuses prior to becoming an Athasian dragon remain, but he no longer takes ability score penalties or gains bonuses for aging. Athasian dragons are immune to the ravages of time.

Bite: At 4th level, the Athasian dragon's face extends into a pronounced snout. He gains a bite attack as a primary natural attack. The Athasian dragon's bite attack deals the same amount of damage as that of a true dragon of the same size.

Growth: At 4th level, and again at 10th level, the Athasian dragon grows by one size category. He gains all bonuses and penalties inherent to the size transformation (see page 291 of the *Monster Manual* for details). Damage dealt by all natural attacks also increases, as per the table on page 69 of the *Monster Manual*. An Athasian dragon growing from Medium to Large gains +8 Strength and +4 Constitution, his natural armor bonus increases by +2, but his Dexterity drops by –2 and he takes a –1 size penalty to Armor Class and on attack bonuses. From Large to Huge the dragon gains an additional +8 Strength and +4 Constitution, his natural armor bonus increases by another +1 (for a total of +3 increase due to size), but his Dexterity drops by another –2 and his size penalty increases to –2.

Burrow: At 5th level, the Athasian dragon can burrow. Its burrow speed equals half its base land speed.

Tail: At 5th level, the Athasian dragon also grows a tail. A Large or larger Athasian dragon also gains a tail slap attack. A Gargantuan or larger Athasian dragon gains a tail sweep attack. The Athasian dragon's tail slap and tail sweep attacks deal the same amount of damage as those of a true dragon of the same size.

Frightful Presence (Ex): At 6th level, the Athasian dragon gains the frightful presence ability, as a dragon. This ability has a radius of 30 feet per Athasian dragon level and affects creatures with fewer Hit Dice than the Athasian dragon. A creature that succeeds on a Will save (DC 10 + 1/2 character level + Charisma modifier) becomes

immune to that Athasian dragon's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Athasian dragons ignore the frightful presence of other Athasian dragons.

Breath Weapon: At 7th level, the Athasian dragon gains a single breath weapon: a superheated cone of sand that deals 1d12 points of damage per Athasian dragon level. The damage dealt is half fire and half piercing. The area of effect is equivalent to that of a true dragon of the same size. Creatures caught in the area of effect can attempt Reflex saves to take half damage (DC 10 + 1/2 Athasian dragon level + Constitution modifier). Just like a true dragon, the Athasian dragon can use his breath weapon at will, but he must wait 1d4 rounds between uses.

Wings: At 8th level, the Athasian dragon sprouts wings and gains a fly speed. An Athasian dragon size Huge or smaller has a fly speed of 150 feet and one size Gargantuan or larger has a fly speed of 200 feet. Regardless of size, the Athasian dragon has poor maneuverability. In addition, he gains two wing attacks as secondary natural attacks. The Athasian dragon's wing attacks deal the same amount of damage as those of a true dragon of the same size.

Resistance: A 9th level the Athasian dragon gains spell resistance and power resistance equal to 11 + its character level.

EX-ATHASIAN DRAGONS

An epic spell is required to raise an Athasian dragon, should he die. If an Athasian dragon becomes undead, the transformation is halted and the character may no longer advance in the Athasian dragon class, although he retains all abilities from Athasian dragon levels he gained prior to undeath.

THE CHANGE

Upon performing the ritual that starts advancement as an Athasian dragon, the character begins a process of growth and change that culminates with the character becoming a full Athasian dragon at 10th level. At each level, the dragon molts, shedding his old skin and emerging in his new, larger form.

The exact transformation that each dragon undergoes varies. The first four stages are usually marked by dramatic change, where the dragon becomes less and less recognizably humanoid. His neck stretches and lifts his head far from his body, his limbs lengthen, and his face becomes a long snout. Scales gradually appear all over the new dragon's body, and a tail begins to form.

The period of growth beginning at 4th level and ending at 10th level is marked by excruciating pain. Called the "animalistic rampage," the dragon is so wracked by pain that he can think of little else to do but lash out and cause as much destruction as possible. This constant pain drove the first dragon, Borys, into an insane rage.

During this time, a Dungeon Master might opt to take control of the Athasian dragon occasionally, reflecting the lack of self-control the dragon suffers during the transformation process.

At 10th level, the transformation is complete. The pain of the transformation passes, and although the dragon continues to grow, as a normal dragon, it is a natural process that no longer causes pain.

NEW FEATS

Athasian dragons have developed techniques and abilities unique to themselves.

ARCANE AUGMENTATION [EPIC]

You can spend spell slots to augment psionic powers.

Prerequisite: Dragon magic class feature.

Benefit: You can spend an arcane spell slot to increase your manifester level limit for augmenting psionic powers during manifestation. Using Arcane Augmentation is a free action that does not provoke an attack of opportunity. Add the level of the spell slot spent to your manifester level for purposes of determining the maximum amount of power points you can spend while manifesting a single power. These additional power points may only be used to augment a psionic power, and may not be used to apply metapsionic feats.

METAMIXTURE [EPIC]

Choose a metapsionic feat. You can modify your spells with the chosen metapsionic feat.

Prerequisite: Dragon magic class feature

Benefit: You can now apply the chosen metapsionic feat to spells in order to modify them as if using a metamagic feat of the same type. For example, you could use Maximize Power to maximize the variable numeric effects of a spell. Using Metamixture is a free action that does not provoke an attack of opportunity. You must spend power points as normal when using a metapsionic feat to boost a spell. Treat the spell as a psionic power of equivalent level for the purpose of determining the power point cost. You cannot spend more power points in this fashion than your manifester level. If a metapsionic feat has the same effect as a metamagic feat already applied to the spell, there is no additional effect.

Special: This feat may be taken multiple times. Each time you take the feat, it applies to a different metapsionic feat. More than one metapsionic feat may be applied to a spell using Metamixture. You still cannot spend more power points than your manifester level when boosting the effects of a spell with multiple metapsionic feats affected by Metamixture.

RACES OF SPELLJAMMER™

WANDERERS OF WILDSPACE

BY JOSHUA COLE

illustrated by Tomas Giorello

The crystal spheres support countless fascinating life forms—some disturbingly alien, others even more disturbingly familiar. Many Wildspace races build and maintain their own spelljamming vessels and most can be encountered on groundling worlds either openly or in secret. Any of these SPELLJAMMER races might also serve equally well in a campaign based in the FORGOTTEN REALMS, EBERRON, or any other crystal sphere.

GIFF

Blustering humanoid hippopotami, the giff wander Wildspace in search of a good fight. They find ready employ as mercenaries.

Personality: The giff are not so much a warrior race as a soldiering race. Giff communities organize themselves in a chain of command, freely borrowing grandiose ranks and titles from races they encounter. Giff society is built upon discipline and hierarchy, but they harbor no imperial ambitions. In fact, they care little for land—theirs or anyone else's. Nor do they care for money, preferring payment in what they really value, such as food, weapons, and—especially—explosives. The bigger the explosion, the better they like it.

For all their love of ostentation and arms, giff remain intensely orderly creatures. A giff's word is his bond, with one exception—giff refuse to fight other giff, no matter how well paid either platoon might be.

Physical Description: A giff resembles an anthropomorphic hippopotamus—a gray, broad and seemingly clumsy creature. Shorter than an ogre but much more massive, a giff's bulk disguises quick reflexes and surprising grace. Although herbivorous, giff possess powerful tusks and iron-muscled arms.

Giff would appear terrifying to most races if not for their fashions. Giff demand spit-and-polish military garb, and take this to such an extreme of ostentation as to border on the absurd. No one doubts the bravery or ferocity of the giff, and those who know their predilections know to keep a safe distance from them, but few are intimidated by an 8-foot-tall humanoid hippopotamus who hides the entirety of his plate armor beneath a mess of campaign ribbons.

Relations: Giff see other races in one of two ways: as employers or troublemakers. Mercenary to the core, the giff follow orders to the letter. As such, quite without knowing it, they often end up on what most humanoids would describe as the wrong side, fighting alongside ilithids, scro, or—worst of all—escorting the avian dowhar to new markets.

Although the origin of the giff's attraction to firearms is unknown, their desire for the weapons has only grown over the years. Hippofolk adore them to distraction, and a distracted giff is dangerous indeed. Employers who promise a giff platoon a steady supply of blackpowder acquire fanatically loyal mercenaries, but a few giff can bankrupt anyone unwise enough to make the offer. A giff prefers to carry as many pistols, blunderbusses, and muskets as his mighty frame can handle.

Alignment: Despite their love of explosive weaponry, giff remain resolutely lawful. Their structured and intensely stratified society, deep-seated sense of honor, and total obedience ensure that few giff ever show even a trace of chaotic behavior (aside from almost child-like joy at loud and colorful explosions). Few giff are either good or evil—they just follow orders.

Giff Lands: The giff travel Wildspace and the planets in it, forever selling their services to the highest bidder. Aside from the occasional shipwrecked castaway, giff neither settle down nor stop to admire the scenery. No living giff recalls his race's homeworld, spoken of now only in legend.

Religion: The giff possess no actual religion of their own—perhaps they lost it with their homeworld. Giff adopt the worship of whatever war deities their employers venerate. In addition, giff hold to a quasi-mystical deism, claiming that all things have a purpose in the world and that the purpose of giff is to follow orders.

Language: Giff speak their own language, a gruff, blustery tongue full of bellowing lows and trumpeting highs. Most giff also speak Common to better negotiate for gunpowder and other necessities.

Names: Giff use names in the Common tongue, as their native names are either unpronounceable or forgotten. They generally deal directly with wealthy employers and have adopted upper-class common names to garner respect. Giff have somewhat unconventional tastes, and many of these names are uncommon even among the aristocratic and merchant classes.

Male Names: Algernon, Bertram, Cordell, Eustace, Horatio, Trenton.

Female Names: Beatrice, Dora, Isabella, Louisa, Ophelia.

Family Names: Cartwright, Galloway, Hadley, Kilburn, Upton.

Adventurers: Giff love to travel, love to fight, and love to find new and interesting weapons. As such, they make natural adventurers. On the other hand, many giff prefer to remain in the regimented and familiar company of their own kind.

Most giff adventurers hail from devastated platoons. Considering giff tactics, these orphans are a relatively common occurence. The giff who survive them find adventuring work comparatively easy. Other giff adventure under orders—giff platoons try their best regardless of the mission, and some missions send individual giff far from their platoons and others of their kind.

Giff Racial Traits

- Str +8, Con +4, Int –2, Wis –4: Foolhardy and far from bright, the giff make up what they lose in brainpower with size and sheer endurance.
- Medium: As Medium creatures, giff have no special bonuses or penalties due to size.
- Giff base land speed is 30 feet.
- Racial Hit Dice: A giff begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
- Racial Skills: A giff's monstrous humanoid levels give it skill points equal to 5 × (2 + Int modifier, minimum 1). Its class skills are Intimidate, Jump, Knowledge (local), Listen, Spot, and Swim.
- Powerful Build: The physical stature of a giff lets him function in many ways as if he were one size category larger. Whenever a giff is subject to a size modifier or special size modifier for an opposed check (such as during grapples, bull rush attempts, and trip attempts), the giff is treated as one size category larger if doing so is advantageous to him. A giff is also considered one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A giff can use weapons designed for a creature one size category larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.
- Exotic Weapon Proficiency (firearms): Giff culture prizes gunpowder weapons. As such, all giff learn how to use these items and gain this feat as a bonus feat (see "The Way of the Gun" in *Dragon* #321 for more firearms).
- Automatic Languages: Common and Giff. Bonus Languages: Dowhar, Dwarven, Gnome, Scro, Undercommon. The giff tend to

GIFF NPCS

The standard giff possesses no class levels (CR 2), but two-thirds of a giff platoon boast warrior training (warrior 2, CR 3). A few giff become rangers (ranger 1, CR 3). Giff officers always have fighter levels. Lieutenants (fighter 2, CR 4), captains (fighter 4, CR 6), majors (fighter 6, CR 8) and colonels (fighter 8, CR 10) lead most giff platoons. Rarely, a general (fighter 10, CR 12), marshal (fighter 12, CR 14) or even a field marshal (fighter 14, CR 16) might command a great giff host.

learn the languages of those who employ them.

- Favored Class: Fighter. Giff love to fight, train to fight, and live to fight. Unsurprisingly, they're very good at it.
- Level Adjustment: +3.

INSECTARE

Humanoids whose ancestry appears equal parts elven and insectoid, the insectare present a small but growing threat to spelljamming life. These enigmatic creatures attempt to manipulate others and acquire magical knowledge, possessing great skill at both tasks, as evidenced by their ever-increasing power.

Personality: Insectare appear insular and icy to most outsiders. Their faces and voices offer little hint into their feelings. While most insectare encountered away from their homeworld are spies and infiltrators, their racial reticence springs from a different source—among their own kind, they express emotion by direct empathy, using their antennae.

Insectare possess a full range of emotions, although some may seem alien to ordinary humanoids. An insectare thinks of his entire race like a human or elf would his family, with the divine Klikral as the direct head of the house. This creates a very strong sense of loyalty, but also an adversarial outlook toward anyone so alien as to be outside the family.

Physical Description: In the face and extremities, Insectare resemble tall, green-skinned elves. Their most distinguishing features rise from behind their elven ears—a pair of antennae. Their lean torso, almost always hidden by robes or armor, sports a carapace of chitin plates. Insectare travel in disguise. Most pose as elves, using dyes and makeup to disguise their lime-green flesh while wearing heavy cloaks to conceal their antennae.

Close inspection of an insectare's eyes reveals their apparently normal green orbs to be multifaceted like an insect's. However, for reasons unknown to even the wisest sages, members of the insectare priest caste possess ordinary eyes.

Relations: Few races trust the insectare, and if they knew half of what these insectoid schemers planned, they would trust them even less. Knowing that their plans for domination mesh poorly with the aims of others, and that they currently lack the numbers to dominate, most insectare travelers disguise themselves and keep to the shadows, letting others think them elves or even humans.

Elves hate and despise the insectare, vehemently denying their apparent connections. This has done nothing to endear insectare to goblinoids and orcs, particularly scro, who consider them just another elven menace to annihilate.

Alignment: The insectare scheme to dominate all life, the racial goal to which they hope their extensive arcane research can lead. They possess a strong inclination toward evil, but an even stronger one to law.

Insectare Lands: Huge mountains and vast forests dominate the secluded insectare homeworld. They feel most comfortable in underground areas similar to the hollow structures carved directly from their native mountains, hive-like citadels extending as deep as dwarven cities. In the open vastness of Wildspace, insectare often gravitate toward regions controlled by dwarves because of this propensity for underground living.

Religion: Insectare worship Klikral, a lawful evil godlike entity physically inhabiting their homeworld. They guard the secrets of their worship even more jealously than the rest of their culture; a hundred insectare would die (or kill countless thousands

of other humanoids) to protect their religious secrets. Insectare infiltrators often pretend worship of other devotions, a ruse Klikral apparently approves of.

Language: Insectare speak their own language, a mix of clicks, whirs, and Common words. They also speak Common. Many, finding it easier to pose as elves than as humans, learn to speak Elven.

Names: Insectare tend to adopt myriad pseudonyms during their secretive missions. They need no personal designations among their own kind due to their limited ability to communicate empathically. An insectare's "name" usually reflects the naming conventions of the region he is currently infiltrating.

Adventurers: Insectare adventurers usually serve their race. Since they desire magical knowledge new and old, adventurers make a point of seeking out ruins and dungeons full of ancient lore. Insectare find it convenient to accompany other humanoids on these expeditions.

Insectare adventurers attempt to earn the trust of their companions, but no insectare reciprocates trust. Most try to hide their true natures as long as possible, and some prefer to kill anyone—ally or enemy—who discerns their identities. Even a known insectare tends to keep to himself, preferring discretion and privacy over friendship.

Insectare Racial Traits

- Dex +2, Con –2, Int +2, Cha +2: Insectare suffer from few weaknesses and pride themselves on their quickness of mind and body. Their intense personalities overpower most other beings.
- Medium: As Medium creatures, insectare have no special bonuses or penalties due to size.
- Insectare base land speed is 30 feet.
- Darkvision: Darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise just like normal sight, and insectare can function just fine with no light at all.
- Natural Weapons (antenna rake): An insectare can make two attacks with his antennae each round, treating them as an off-hand weapon (with all the associated penalties). These attacks deal 1d3 points of slashing damage plus one-half the insectare's Strength bonus. An insectare can instead attack with only a single antenna as an attack action at his normal bonus.
- Natural Armor +2: The chitin plates on an insectare's body grant him superior natural defenses.
- +2 racial bonus on Bluff and Disguise checks: Insectare possess a talent for deception and take great pains to keep their nature hidden.
- Elven Blood: For all effects related to race, an insectare is considered an elf.
- Automatic Languages: Common and Insectare. Bonus Languages: Any. Insectare actively learn the languages of those they hope to subvert and dominate.
- Favored Class: Sorcerer*. Insectare cast spells naturally, drawing power from their arcane ancestry. They constantly seek new spells, which are somehow absorbed into future bloodlines and eventually learned by other insectare.

*If *Complete Adventurer* is available in your campaign, the insectare's favored class is spellthief.

- Level Adjustment: +1.

INSECTARE NPCS

The default insectare is a warrior (warrior 1, CR 1), but most outsiders encounter more sophisticated and skilled members of this enigmatic race. Insectare spies (rogue 3/sorcerer 3, CR 7), agents (rogue 3/sorcerer 6, CR 10) and special agents (rogue 3/sorcerer 6/arcane trickster 3, CR 13) often pave the way, but sorcerers (sorcerer 6, CR 7) also travel extensively. Insectare priests (cleric 8, CR 9) rarely leave their homeworld.

FULL FRONTAL NERDITY by Aaron Williams

THE SECRET SERVICE INTERCEPTED THE PACKAGE OF BOARDGAMES YOU SENT TO THE HURRICANE SURVIVORS IN THE ASTRODOME. MY SUPERIORS HAVE DEEMED THEIR CONTENT TO BE INAPPROPRIATE.

OH? HOW?
SQUAD LEVEL COMBAT TACTICS AREN'T SOMETHING WE WANT TICKED-OFF PEOPLE TO LEARN. PLUS, RESOURCE MANAGEMENT IS A TOUCHY SUBJECT AT THE MOMENT.

http://archive.gamespy.com/comics/nodwick/ffn/ffn.htm

SCRO

Advanced orcs from a distant sphere, scro are consummate warriors, adept at fighting alone against overwhelming odds, in close formation with similarly trained companions, or in command of less disciplined allies. Feared but grudgingly respected by their enemies, the scro have few friends outside their own kind.

Personality: Scro are aggressive and intense by nature, but their iron discipline keeps their emotions well hidden beneath a cool exterior. Scro often seem unfeeling because of their ability to coldly analyze their situation, but inside every scro seethes a frenzied orc only barely suppressed by culture and breeding.

Among their own kind, the scro maintain a rigid chain of command with a mix of respect, admiration, and fear. Unlike most evil creatures, the typical scro is selfless, self-disciplined, and focused on the greater good of his kind.

Physical Description: Scro resemble ordinary orcs in their brutish features, sharp tusklike teeth, and formidable physiques, although a scro usually stands taller (between 6 and 8 feet tall) and ramrod straight. Scro display a wide range of skin colors, ranging from jet black to albino white, but otherwise vary little in outward appearance.

Regardless, seeing even a lone scro in action dispels any illusions that those of his race are merely orcs. Scro take great pride in their armor and weapons, although most specialize in unarmed combat. A scro moves with astonishing discipline and complete control, carefully and astutely picking apart his opponents.

Relations: The typical scro despises all other humanoids. Waging a genocidal war against the hated elves, the scro loathe all non-goblinoid and non-orc races and see little use for such kin outside of cannon fodder. Non-humanoids, such as dragons and beholders, pose a serious threat the scro prefer to avoid.

Scro show tact and decorum when they encounter other races in a social setting. Much like their ancestral foes, the elves, they prefer to demonstrate their superiority by not lowering themselves to the level of other beings. On the other hand, scro liberally pepper their battle cries with fantastically creative insults calculated to goad opponents into a mistake.

Alignment: Generations of regimentation and discipline beat ancestral orc anarchy out of the scro race, leaving the survivors almost exclusively lawful. The scro show far less interest in conquering their tendencies toward brutality and viciousness, so most remain evil.

Scro Lands: Aside from their distant homeworld, the scro prefer the rigors of Wildspace to any groundling terrain. When forced to ground, scro favor no particular climate or terrain, provided they can find ways to gain a tactical advantage from it. Scro fortify their homes, but lay fewer traps than most orcs and goblinoids.

Religion: After elven victory in the Unhuman War, the ancestors of the scro abandoned worship of the orc pantheon. The modern scro war-priest devotes himself to martial perfection and self-discipline. Scro tradition commands war-priests to multiclass as arcane spellcasters, and most become mystic theurges. Ordinary scro participate in few public rituals, but most privately follow a similar—albeit less ascetic—course of self-discipline.

Language: Scro speak a language derived from Orc. Anyone who speaks Orc grasps the basics of Scro, although the more refined tongue boasts nearly three times the vocabulary and a much greater range of expression. On the other hand, someone who learns to speak Scro understands Orc—probably better than most orcs. In addition, most scro speak Common, to better interact with the races of Wildspace, and Elven, to taunt and debase their ancestral foes.

Names: Scro use longer, more complex orc names. Scro prefer hero names to descriptive names. Since almost all ancestral orc heroes were male and the scro insist on total militarization, female scro usually have feminine suffixes attached to orcish masculine names—a practice which orcs find disconcerting.

Male Names: Dukgash, Horageth, Kagedmakh, Skalkash, Thokmakh, Varvageth.

Female Names: Dukgashia, Horagethim, Kagedmakhia, Skalkashev, Thokmakhim, Varvagethim.

Family Names: Scro use rank, unit, and clan designations rather than family names. Clan names honor the clan's founder, usually an ancient orc or more recent scro who earned leadership of a full clan by some

extraordinary exploit. The orc suffix –ulak, meaning "the hero's," is thus applied to all clan names. Thus, a scro's full name might be Skalkash, Captain, 2nd Company, Dukgashulak.

Adventurers: While the best and brightest of most races typically become their adventuring class, scro adventurers more often than not come from the lowest caste of scro society—those unable to live up to the rigorous standards of their race.

A scro adventurer might display too many scruples for his kin, or, more commonly, involve himself in disorderly behavior. He might simply lack the physical and mental toughness to survive the scro lifestyle. A principled scro might find a place in his people's society, but a weak or chaotic one counts himself lucky if he faces exile rather than death.

On the other hand, some scro adventurers remain firmly fixed in the scro military machine. These seemingly freelance agents ultimately owe their allegiance to the Ultimate High Overlord, but they serve the scro cause by infiltrating the societies of other races and even acting as mercenaries.

Scro Racial Traits

- Str +4, Dex +2, Con +2: Scro possess the best traits of orcs and hobgoblins with few of the drawbacks.
- Medium: As medium creatures, scro have no special bonuses or penalties due to size.
- Darkvision: Scro can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise just like normal sight, and scro can function just fine with no light at all.
- Orc Blood: For all effects related to race, scro are considered orcs. Scro, for example, are just as vulnerable to special effects that affect orcs as their ancestors are, and they can use magic items that are usable only by orcs.
- +1 racial bonus on attack rolls against elves (including drow): From the day they're born, Scro learn to hate elves and how to fight them.
- Automatic Languages: Common and Scro. Bonus Languages: Dwarven, Elven, Giff, Goblin, and Orc. The scro learn the languages they need to perform their duties.
- Favored Class: Monk. A multiclass scro's monk class does not count when determining whether he takes an XP penalty for multiclassing. Scro believe in iron self-discipline and practice unarmed combat extensively. Most scro, however, are multiclass monk/fighters.
- Level Adjustment: +2.

SCRO NPCS

Unlike most of their kin, scro are highly disciplined and sophisticated fighters. The average scro is a fighter 1/monk 2, rather than a warrior 1. As such, scro NPCs use the elite array for their ability scores rather than the ordinary array. An average scro is CR 4.

Every scro unit includes sergeants (fighter 2/monk 3, CR 6) and at least one captain (fighter 4/monk 4, CR 9); many have one or more war priests (wizard 3/cleric 3/mystic theurge 1, CR 8). Promotion comes through the ranks, so a clan's Almighty Leader (fighter 4/monk 8, CR 13) is a formidable foe, and the reigning Ultimate High Overlord (fighter 4/monk 12, CR 17) makes most adventurers pale in comparison.

PLANESCAPE

DEAD FACTIONS

by Monte Lin and F. Wesley Schneider

illustrated by Ben Wooten

At the conclusion of the Faction War the Lady of Pain, the enigmatic ruler of Sigil, exiled the squabbling factions from the City of Doors. Many of these divergent sects, groups of individuals passionately dedicated to specific philosophies, relocated or were officially disbanded. Exile, however, was merely a kiss on the cheek compared to the fates of dead factions.

The history of Sigil contains lists of factions who, in one way or another, offended the Lady of Pain to a degree that she made them disappear. The Expansionists, the Incanterium, and the Communals all made bids to challenge the mysterious ruler of Sigil, and all simply vanished. Others crumbled apart in less subtle fashions. When Sigil erupted into the Faction War, the Believers of the Source, the Sign of One, and the Mercykillers dissolved but found new life in other groups better suited to the changing times.

A few members of these dead factions, however, retain their loyalty and fervent adherence to their outcast philosophies, wandering the planes, waiting for a time when they might resurrect their prohibited beliefs.

THE BELIEVERS OF THE SOURCE

The Believers of the Source, or Godsmen, believed that all things are godly. They claimed everyone has the potential to ascend to godhood—if not in its

SOURCE TOKENS

The Believers of the Source placed great weight on past experiences as influences on one's current life, preaching that on the path to transcendence, one might gain insight from the mistakes of past lives. As such, one of their most revolutionary successes was the creation of *source tokens*, tiny gray spheres of memory and protomatter. These magical marbles constantly swirl with vague shadows and half-formed shapes and are capable of temporarily manifesting a physical aspect of the user's past life. Some Godsmen doubt the validity of *source tokens'* effects, but many meditate at length on the vague shadows flickering in each tiny bead, puzzling over what meanings they might hold from their past lives.

Usually found in pouches embroidered with the sword and sunburst symbol of the Believers of the Source, *source tokens* are created in sets of twelve. When a user produces and breaks one of these misty gray marbles he first chooses an open square within 30 feet where the creature materializes. Then he rolls on the following chart to determine the creature formed. Once conjured, the remembered creature obeys just as a creature conjured by a *summon monster* spell (except in the noted exception). Being little more than a materialized form from the user's subconscious memory, the creature cannot communicate or reveal actual information—about the user's past or otherwise—but follows the user's every command. After 1 minute (10 rounds) the creature fades back into nothingness.

1d20	Creature Materialized
1	Small tree or shrub*
2	Dire rat
3	Owl
4	Monkey
5	Octopus
6	Hyena
7	Monstrous spider, Medium
8	Snake, Medium constrictor
9	Horse, light
10	Dire wolf
11	Lion
12	Grick
13	Shocker lizard
14	Deinonychus
15	Owlbear
16	Dire ape
17	Grimlock
18	Bugbear
19	Lizardfolk
20	Ogre

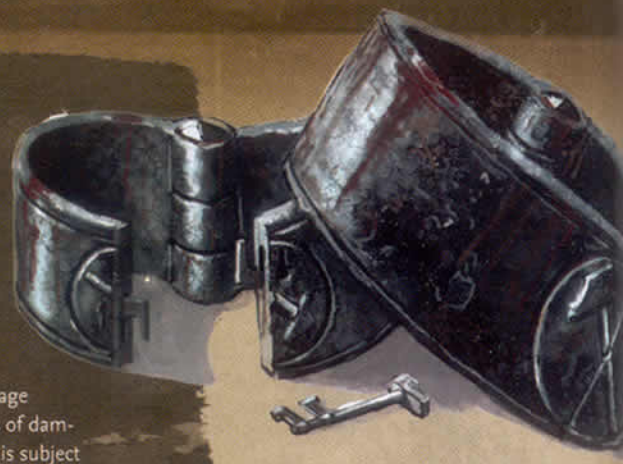
* This conjured form cannot move in any way. Instead, treat the square the creature materializes in as rough terrain for the duration of the effect.

Moderate conjuration; CL 6th; Craft Wondrous Item, *summon monster III*; Price 375 gp; Weight —.

present life, then in its next. All life is a test—survive, succeed, and ascend, or fail, get reincarnated, and try again.

The forge symbolized the Godsmen and their endless work to improve. While in Sigil, the Believers of the Source controlled the Foundry, physically shaping objects to mirror their internal changes. Motivated by the Faction War, the Godsmen realized they had spent too much time in Sigil and had reached a state of philosophical atrophy. Meeting with the Sign of One, these two displaced factions disbanded and reformed as the Mind's Eye (see page 52 of the *Planar Handbook*).

At the height of the Faction War's tensions, factol Ambar of the Godsmen was one of many faction leaders purportedly imprisoned by the Lady of Pain in one of her labyrinthine extraplanar prisons. "Thrown in the mazes," as it were. While this is perhaps his most likely fate, many Godsmen hangers-on insist that their factol in fact ascended, reaching his peak potential and moving on to some higher existence.



SOLIDARITY ARMBANDS

In the heyday of Communal rhetoric, several impassioned yet impoverished blacksmiths felt the need to help those who journeyed the planes spreading Hiver philosophy. The results were ugly iron armbands, etched with the Hiver hammer faction symbol and forged with the blood of two Communals meant to work as a pair.

Solidarity armbards are linked sets of magical armlets. When two different creatures wear a linked set of armbands they share any damage they take evenly. This damage sharing works both ways. In the case of uneven amounts of damage, the armband wearer who actually takes the damage is subject to the greater amount. For example, if one armband wearer would normally take 11 points of damage, he in fact takes only 6 points of damage while the wearer of the other armband takes 5. This item, like the spell *shield other*, does not lower or redirect damage divided between armband wearers after such damage is initially split. *Solidarity armbands* cannot be removed until either a wearer dies or a targeted *dispel magic* affects an armband, causing it to unlock and fall off. This sharing of damage works at any distance as long as both wearers are on the same plane. *Solidarity armbands* have no effect if both armbands are not worn by separate creatures.

Faint abjuration; CL 5th; Craft Wondrous Item, *shield other*; Price 24,000 gp; Weight 1 lb. (for a pair).

GODSMEN FEATS

Masters of building and rebuilding, Believers of the Source are explorers of creations—both physical and metaphysical. Their various talents reflect this philosophical propensity.

Craft Expertise

Your talent for creation yields far greater results than normal.

Benefit: When making a Craft skill check you double the monetary value of the progress you make in a given period. For example, after a week of work, if the result of your Craft check × the DC of what you're trying to create would normally equal 225 sp, you in fact make 450 sp worth of progress. This feat applies to both a day's and a week's worth of work. You must still pay 50% of the cost in raw materials, as normal.

Normal: The result of a Craft check × the DC of what a character is trying to create determines the amount produced in copper pieces (if working for a day) or silver pieces (if working for a week).

Inspired Master

Your search for perfection reveals greater power in the magic items you use.

Benefit: Any magic item you use is treated as if its caster level were +1 higher than normal. This is not a permanent change to the item and the magic item functions at its normal caster level when used by anyone else. For example, a normal *staff of fire* with a caster level of 8th functions as if it had a caster level of 9th in your hands.

THE COMMUNALS

The Communals, or Tribe of One, shared all—possessions, knowledge, power—loudly proclaiming every race, every profession, and every creature equal. Nicknamed Hivers, Communals took the majority of their numbers from the poor of Sigil for two reasons: First, the Communals controlled the City Provisioner's, Sigil's one and only storehouse of food and grains. Second, the poor—as often happens—had little to no political representation. Communal leaders avoided individual names, so no one knows who declared that all of Sigil—including the Lady of Pain's control over the floating city—belonged to everyone. The Lady, however, proved them wrong. Some individuals wryly say that the Hivers' dedication to solidarity made them all responsible for the declaration of that one Communal. Thus, one day, all Communals simply vanished from the City Provisioner's.

Most of the Communals' political ideas live on in the Revolutionary League (through their representation of the poor) and in the Bleak Cabal (through the distribution of food in their soup kitchens). Rumor has it that a small band of Communals still exist on the Astral Plane.

COMMUNAL FEATS

The Communals make use of a variety of unique, often teamwork-related feats.

Body Guard

Your presence helps allies avoid danger.

Benefit: If you and an adjacent character with this feat must both make a saving throw against the same effect, you may switch saving throw bonuses. You must be within 5 feet of the character you're trading saving throw bonuses with and both of you must be willing to swap. This switch functions only for one saving throw, with applicable exchanges on later saves determined separately.

Improved Aid Another

You excel at aiding the actions of your allies.

Benefit: When you use the aid another action to improve an ally's skill check result, attack bonus, or Armor Class your help provides a bonus +1 higher than normal. Usually, this means the person you aid gets a +3 bonus on skill checks, attack rolls, or Armor Class.

Normal: Aid another provides a +2 bonus on an ally's skill checks, attack rolls, or Armor Class.

Speak to the Masses

You can affect a larger number of creatures more effectively with your *fascinate* and *suggestion* bardic music abilities.

Prerequisites: Bardic music, Perform 9 ranks.

Benefit: When using your bardic music to *fascinate*, you double the number of creatures you can affect. In addition, the DC to resist your *fascinate* and *suggestion* bardic music abilities is +2 higher.

THE EXPANSIONISTS

The Expansionists, also known as the Bullies or Growers, knew that power was universal and could come from anywhere. Strength, knowledge, and even belief all afford their own kinds of potence and influence, so long as the individual controls that power and not the other way around. Just as all things in the multiverse tend toward chaos, so do things grow, build-up, and improve. The Growers urged others to improve by any means necessary, ever bettering themselves, ever seeking the next step to transcendence.

Vartus Timlin was the hardline motivation behind the Expansionists, expanding his beliefs to create one of the most popular factions in Sigil. While the Expansionists did not believe in half measures and promoted people of all walks to be the best they could be, the faction attracted many thugs and violent brawlers who gave in to Timlin's dictatorial authority.

Eventually, the next step for improving the Expansionists was enlarging its influence to encompass all of Sigil. During an intense planning session, Timlin went for a walk and was never heard from again. Without his leadership, the Expansionists dissolved and most of their members went to the Believers of the Source and the Fated.

Even though wiped from Sigil's streets, at least one Expansionist remains in the City of Doors to wreak her shattered faction's revenge against the Lady of Pain. A diehard Bully, the scarf-cloaked shadow known as The Grixitt sabotages and destroys portals throughout Sigil, seeking to undermine the Lady of Pain's power in her own home. Rumors also whisper that Vartus Timlin himself has somehow escaped from the extraplanar maze Sigil's mistress exiled him to, and now, from hiding, plans to conquer the City of Doors.

EXPANSIONIST MAGIC ITEMS

Expansionist toughs and enforcers relied on a number of intimidating magic items.

Bully Chains

Some Bullies wore thick, heavy chains crisscrossed across their chests, both as rudimentary armor and to toughen their image. The chains grant the wearer a +4 bonus on Intimidate checks. In addition, if the wearer uses his Intimidate skill to demoralize opponents the effects last 1 round longer.

Moderate transmutation; CL 7th; Craft Wondrous Item, *fear*; Price 2,600 gp; Weight 5 lb.

Metal Slave Collar

Bullies fashioned these thick slave collars to protect their necks in bar brawls, but a few Expansionists enchanted them when their famous brawls got deadly. Wearers gain damage reduction 5/magic when flanked or denied their Dexterity bonus. This damage reduction does not stack with any other damage reduction. This collar occupies the necklace slot.

Moderate abjuration; CL 7th; Craft Wondrous Item, *stoneskin*; Price 10,000 gp; Weight 2 lb.

Rear Guards

Gangs and other factions often preemptively ambushed Expansionists, making these darkened lenses popular among the Bullies. The wearer can see behind him just as easily as he can in front. Thus, enemies flanking a character wearing *rear guards* do not gain the standard +2 bonus to hit while flanking. Flanking attackers are still considered to be flanking, however, and may still make sneak attacks. A character wearing *rear guards* takes a –2 penalty on Search and Spot checks, as he is constantly distracted by the unusual vision.

Moderate divination; CL 7th; Craft Wondrous Item, *arcane eye*; Price 2,000 gp; Weight —.

Shivving Duster

Most Bullies wore elaborate insignias and patches to indicate allegiance to various subgroups within the faction, usually stitched on to long leather coats. Such heavy garments provided not only protection and instant recognition within the group, but allowed martially or criminally minded Expansionists to hide weapons and pilfered items.

A *shivving duster* functions as +1 *leather armor*. The size and obscuring folds of the *shivving duster* also provides the wearer with a +5 bonus on Sleight of Hand skill checks when hiding objects and on Bluff checks to feint in combat.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *secret chest*; Price 3,660 gp; Weight 10 lb.

Lightbringer

Factol Vartus Timlin's famous sword has had many imitators, although not many people realize that the original weapon was merely a weakly enhanced +2 *longsword* with the light generation typical of many magical weapons. The leader of the Expansionists himself fanned the flames of rumor to trick his enemies into thinking his combat prowess and virility came from this weapon. Despite such rumors, one intelligent longsword claims to be the true *Lightbringer* and possesses rather accurate knowledge of the Expansionists' history.

Lightbringer is an intelligent *dancing, keen, +3 longsword* that possesses normal hearing and speech, typical light generation, darkvision out to 120 feet, telepathic communication with its wielder, and can cast *bless* 3 times per day. *Lightbringer* wishes to be universally feared and urges its wielders to challenge opponents in order to be seen and improve its reputation. It especially wishes to destroy all other weapons bearing the *Lightbringer* name—of which there seem to be numerous. As such, it can cast *crushing despair* when attempting to destroy another magic weapon bearing its name.

Lightbringer is neutral, has Intelligence 17, Wisdom 10, Charisma 17, and an Ego score of 21. It possesses 10 ranks in Bluff, Intimidate, Knowledge (arcana), and Knowledge (the planes). *Lightbringer* also speaks Common, Abyssal, Celestial, and Infernal.

Strong enchantment; CL 17th; Craft Magic Arms and Armor, *crushing despair*; Price 120,315 gp; Weight 4 lb.

THE INCANTERIUM

The Incanterium believed that arcane magic is the root of all power. A wizard can carve out his own demiplane or change the laws of reality. Master magic and you master existence.

These magicians, or Wanters, once controlled a good chunk of Sigil by hoarding power in their mysterious Tower Sorcerous and manipulating other factions to their own ends. It seemed that these subtle spellcasters were on their way to dominating the entire city from behind the scenes. Then, one otherwise dull morning, the Tower Sorcerous and nearly every member of the Incanterium simply vanished. The Lady of Pain had made her judgment.

The survivors resurfaced a changed group, having so immersed themselves in arcane magic that they had lost their bodies and souls. Now they must literally consume magical power to remain alive, leeching the magic they so covet to fuel their continued existences.

These Incantifiers have become paranoid and bitter beings, carefully guarding their magic items and venturing out only for choice arcana. Their eyes reflect soulless silver and their skin reeks of arcane magic. Rarely do they bring a new spellcaster into their sect, as they view each other as rivals for a precious resource.

Perhaps the best-known Incantifier "living" in Sigil today is the ancient-looking, wild-haired tiefling Alluvius Ruskin. The owner of Tivvum's Antiquities, the largest emporium of gate keys in Sigil, "Lu" poses as a sweet, eccentric old woman. In reality, however, she's a cruel-hearted power monger bent

on not just gaining power in Sigil, but ultimately absorbing the very magical energy of the city. Lu's most ambitious recent plot took place during the height of the Faction War's chaos and involved an ebony gem containing the spirit of an ancient wizard and a spell to reshape the city with a single word. Unfortunately for her, though, the gem was stolen before she could make use of it, forcing her to return to her innumerable lesser plots.

THE INCANTIFIER

Incantifiers survive by hoarding magic, both to increase their arcane power and to perpetuate their unnatural lives. While no longer living in a natural sense, neither are incanifiers quite dead. Their natural processes—no longer powered by air, food, and blood—are driven by raw magic. As such, magic now fuels not just their ambitions but their continued existences. Yet, while magic serves as a necessity to their very survival, so too do incantifiers gain magical defenses few mortal magic-users could ever hope to possess.

Requirements

To qualify to become an incantifier, a character must fulfill the following criteria.

Alignment: Any nongood.

Skills: Knowledge (arcana) 14 ranks, Spellcraft 14 ranks.

Spells: Able to cast 6th-level arcane spells.

Special: The potential incantifier must complete a ritual taught by an existing incantifier. The ritual costs 120,000 gp and 4,800 XP and takes seven consecutive days.

Class Features

The following are class features of the incantifier prestige class.

Weapon and Armor Proficiency: Incantifiers gain no proficiency with weapons or armor.

Arcane Body (Ex): An incantifier's body ceases to function as most living creatures' do, coursing with unbridled magical energies. While he is not undead, elements of his existence are fundamentally warped by the arcane energies he relies upon to sustain him.

An incantifier does not heal naturally, nor can he be healed through normal magical means. Only through draining magic using his spell eater or spell leech ability can an incantifier replenish his physical health. However, an incantifier no longer has any need to eat, drink, or sleep and does not take penalties from neglecting these needs. In addition, an incantifier no longer takes any negative effects from aging and has no maximum age.

Spell Eater (Su): An incantifier depends on magic to live and must absorb arcane magic to heal. If an arcane spell or spell-like ability does not beat an incantifier's spell resistance, the incantifier absorbs the magic and heals 1d4 hit points per spell level. Spells that ignore or overcome the incantifier's spell resistance affect him as normal. The incantifier decides whether or not his spell resistance affects spells he casts on himself, either benefiting from the spell or healing as he chooses.

When a spell is negated by the incantifier's spell resistance, he may choose to use either the spell eater or spell leech ability, but not both.

Spell Resistance (Su): An incantifier gains spell resistance equal to 20 + his incantifier level. This spell resistance supersedes any other spell resistance, including from race, items, or spells.

Metamagic Feats: At 2nd and 4th levels, the incantifier may choose a metamagic feat as a bonus feat.

Spell Leech (Su): At 3rd level, an incantifier can channel absorbed arcane energy back into his own magic. If an arcane spell or spell-like ability does not beat the incantifier's spell resistance, the incantifier regains a spell of the absorbed spell's level that he has already cast that day or regains a used spell slot of the

THE INCANTIFIER

HIT DIE: 1D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Arcane body, spell eater, spell resistance	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Metamagic feat	—
3rd	+1	+1	+1	+3	Spell leech, spell eater 2	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Metamagic feat	—
5th	+2	+1	+1	+4	Spell leech 2	+1 level of existing arcane spellcasting class

Skills (2 + Int modifier per level): Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

appropriate level. If the incantifier has his full compliment of spells, and thus has no cast spells or used spell slots, he cannot benefit from this ability. For example, if a wizard incantifier's spell resistance negates a *lightning bolt*, he can restore a single 0, 1st-, 2nd-, or 3rd-level spell he had previously cast, regaining it as if he had never cast it.

When a spell is negated by the incantifier's spell resistance, he may choose to use either the spell eater or spell leech ability, not both.

Spell Eater 2 (Su): At 3rd level, the incantifier can heal himself using arcane magic drained from single-use or charged magic items. This ability requires a full-round action and can only be used on an item the incantifier is holding. Using spell leech on a potion or scroll destroys the item but heals 1d4 hit points per spell level of the item destroyed. Using this ability on a charged magic item drains 5 charges and heals the incantifier of 1d4 hit points per spell level of the highest-level spell the item possesses. The incantifier cannot be healed more than his maximum number of hit points. This ability has no effect on multiple-use items without charges, like magic weapons, armor, or rings.

Spell Leech 2 (Su): At 5th level, an incantifier can siphon charges from a staff or wand to regain spells he has already cast. This ability requires a full-round action and can only be used on an item the incantifier is holding. Using this ability drains 5 charges from the magic item and replaces a cast spell equal to or less than the highest-level spell the staff or wand holds. Upon draining these charges, the incantifier regains any spell of up to the affected spell's level that he has already cast that day or regains a used spell slot of up to the appropriate level. For example, a wizard who has cast his only *fly* spell for the day (a 3rd-level spell) may drain 5 charges from his *wand of fireballs* (another 3rd-level spell) to regain *fly* or any lower-level spell he has cast.

THE MERCYKILLERS

The Mercykillers believed in justice and administered it through any means necessary. Headquartered at Sigil's infamous Prison, the Red Death—as they were often known—carried out punishments and tracked down the guilty.

The Mercykillers were unique in that the faction began as two different organizations, the Sons of Mercy—good beings who worked within the system to right wrongs—and the Sodkillers—a fanatical and cruel band of assassins and bounty hunters. During the Great Upheaval more than 1,000 years ago, the two sects forged a tenuous alliance, forming the Mercykillers. The Faction War, exacerbating ages of internal strife, recently broke them back apart upon the same lines, recreating the two originating groups.

Currently, the Sons of Mercy, under the fair leadership of the paladin Arwyl Swan's Son, run Sigil's Prison and attempt to honestly police its streets. Many Sodkillers have moved on to form the Minder's Guild, a group of bodyguards and mercenaries for hire.

At the onset of the Faction War, Mercykiller factol Alisohn Nilesia secretly married Duke Rowan Darkwood, factol of the Fated. Soon after, however, she disappeared. While many suspect that she was banished by the Lady of Pain like so many other factols, rumors whisper that her new husband might have in fact sold her into slavery on the lower planes. The truth of the matter remains in question though, as some report having seen the ex-Mercykiller factol recently, publicly confronting and subsequently being utterly destroyed by the Lady of Pain herself. An equal number of reports, however, suggest that she still suffers as the slave of a cornugon called Amaggel in some lower planar pit.

SON OF MERCY

Above the petty squabbling of other Mercykillers—those constantly concerned with pretty ideals of goodness or their own evil aspirations—are those fanatically adherent to the unflinching rule of absolute law. Bodyguards, bounty hunters, and retrievers, they are the Sons of Mercy, the devoted embodiments of the Mercykiller ideal of rare, uncorrupted justice.

Requirements

To qualify to become a son of mercy, a character must fulfill the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +6.

Skills: Knowledge (local) 10 ranks, Sense Motive 10 ranks.

Special: Must be a member of the Sons of Mercy.

Class Features

The following are class features of the son of mercy prestige class.

Weapon and Armor Proficiency: Sons of mercy are proficient with all simple and martial weapons, with all types of armor, and with all shields.

Spells: A son of mercy has the ability to cast a small number of divine spells. To cast a son of mercy spell, a son of mercy must have a Wisdom score of at least 10 + the spell's level, so a son of mercy with a Wisdom of 10 or lower cannot cast spells. Son of mercy bonus spells are based on Wisdom, and saving throws for these spells have a DC of 10 + spell level + the son of mercy's Wisdom modifier. When the son of mercy gets 0 spells per day for a given spell level (for instance, 2nd-level spells for a 2nd-level son of mercy), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The son of mercy spell list appears below. A son of mercy has access to any spell on the list and can freely choose which to prepare, just as a cleric. A son of mercy prepares and casts spells just as a cleric does (although a son of mercy cannot spontaneously cast *cure* or *inflict* spells).

Combat Training: Sons of mercy receive advanced weapon training for their search-and-retrieve missions. At 1st level, a son of mercy receives the Weapon Focus feat for any one weapon he is already proficient in.

Track: At 1st level a son of mercy gains Track as a bonus feat. Characters who already possess the Track feat gain no additional benefit.

Axiomatic Strike (Su): Once per day, a son of mercy of 2nd level or higher may attempt to perform an axiomatic strike against a chaotic creature with one normal melee attack. He adds his Charisma bonus (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 4th-level son of mercy armed with a longsword would deal 1d8+4 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply. If a son of mercy accidentally performs this attack against a creature that does not have

a chaotic alignment, the axiomatic strike has no effect but is still used up for that day.

At 4th level a son of mercy may perform an axiomatic strike one additional time per day.

Oath of Blood (Su): Upon gaining 5th level, a son of mercy may swear an oath of blood. Taking an oath of blood takes an hour, wherein the son of mercy declares his intention and cleanses his mind of all distractions aside from the proposed action. At the end of the oath, the son of mercy is affected as if by the spell *geas/quest* to perform the action to which he has sworn himself. A son of mercy can only have one oath of blood functioning at once and cannot make another until the current oath is fulfilled. Most commonly, an oath of blood is sworn to protect some ward for a set time or to a specific location, track down a criminal, or recover a stolen item. This task cannot persist forever and must have an achievable end that the son of mercy ever works toward. Once this task has been completed, the oath ends.

If the oath for some reason cannot be fulfilled (such as a ward dying or an item being destroyed) the son of mercy takes the normal penalties associated with *geas/quest*, although these penalties can be removed as described by the spell. While under the effect of this ability a son of mercy can make use of either his contract or warrant ability.

Contract (Su): While making an oath of blood, a son of mercy can forge a contract with a specific target. This ability affects the son of mercy for as long as the oath of blood lasts and can only be made during the initial swearing of that oath. For the duration of the contract, the son of mercy is bound to the target as if he had cast the spell *shield other* and *locate creature* upon it. Once the contract ends, he can never again forge a contract involving the same individual.

Warrant: While making an oath of blood, a son of mercy can name a specific target. Once per day, while the named target is within 100 feet, the son of mercy can cast *hold monster* on the creature named during his oath of blood. The DC of this effect is 15 + the son of mercy's Charisma modifier. If the son of mercy does not know the name of his quarry, he cannot use this ability. Warrant lasts for the duration of the son of mercy's oath of blood. Once the warrant ends, you can never again use warrant on the same quarry.

SON OF MERCY SPELL LIST

Sons of mercy choose their spells from the following list:

1st Level: *Alarm, animate rope, arcane mark, cause fear, command, comprehend languages, detect chaos, detect magic, magic weapon, protection from chaos, true strike.*

2nd Level: *Align weapon, blindness/deafness, knock, hold person, scare, zone of truth.*

3rd Level: *Clairaudience/clairvoyance, dispel magic, hold person, invisibility purge, suggestion.*

EX-SONS OF MERCY

A son of mercy who ceases to be lawful, who willfully breaks the law, or who grossly ignores the sanctity of the law loses all spells and abilities of the son of mercy class. He may not progress any further in levels as a son of mercy. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell), as appropriate.

THE SIGN OF ONE

The Sign of One believed that will influenced the multiverse and a strong enough person could change reality through thought alone. Those who embraced this philosophy meditated on the nature of reality and worked hard to realize their own realities. Ask a Signer where the center of the multiverse was and a likely answer would have been, "Me. I am the center of the multiverse."

While in Sigil the Sign of One operated the Hall of Speakers, the political house and governing body by which the factions attempted to debate and manage Sigil's daily workings. After the Faction War, the Signers found their numbers catastrophically diminished, partly from the War and partly because remaining members had deviated too far from the Signer's core philosophy.

THE SON OF MERCY

HIT DIE: 1D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 1st	2nd	3rd
1	+0	+2	+0	+2	Combat Training, Track	1	—	—
2	+1	+3	+0	+3	Axiomatic Strike 1/day	2	0	—
3	+2	+3	+1	+3	—	3	1	—
4	+2	+4	+1	+4	Axiomatic Strike 2/day	3	2	0
5	+3	+4	+1	+4	Oath of Blood, Contract, Warrant	3	3	1

Skills (4 + Int modifier per level): Appraise (Int), Decipher Script (Int), Intimidate (Cha), Gather Information (Cha), Knowledge (local) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Use Rope (Dex).

The last remaining members left Sigil to merge with the Godsmen, forming a new faction known as the Mind's Eye.

Much like factol Ambar of the Godsmen, factol Darius of the Signers vanished during the Faction War. To explain their leader's disappearance, many Signers declare that she merely imagined herself a new existence and departed. In light of the war's events, however, this possibility seems an unlikely comfort.

SIGNER MAGIC ITEMS

With creation being merely a matter of bending one's will in a new direction, the Sign of One created a great many new magic items.

Book of All Names

Supposedly, the true *Book of All Names* contains all of the names of every creature in existence. It is said that whoever possesses the book can control the fate of any being. While the location of this mythical tome remains a mystery, Signers have taken to creating their own lesser versions.

Appearing in innumerable different forms, a Signer-crafted *Book of All Names* is a largely empty tome. When the user writes a creature's name in the book (a full-round action that requires some manner of writing implement) he may decide to bestow a blessing (by marking a check next to the name) or a curse (by scratching the name out). If the user chooses to aid the target whose name he writes in the book, the next time he touches the target (a standard action) that creature gains the effects of the spell *heroism* (standard duration). If the user chooses to curse the creature whose name he writes in the book, the next time he touches or makes a touch attack against the target that creature is affected as if by the spell *bestow curse* (DC 14 negates). This curse has a permanent effect but may be removed as normal.

Any name can only appear in a *book of all names* once, and thus a creature targeted by an effect from the book can only be cursed or aided once. Even if a creature has multiple names it can only be affected by a specific *book of all names* once. A creature without a name, or without a name the user knows, cannot be affected by this item.

Strong enchantment and necromancy; CL 15th; Craft Wondrous Item, *bestow curse*, *heroism*; Price 12,000 gp; Weight 3 lb.

Shadow Mirror

One group of Signers believed that the Plane of Shadow was a disbelieved or forgotten reality and spent months meditating in hopes of reestablishing that displaced existence. Although they never succeeded, their focused wills unexpectedly brought into creation a strange frame of darkened metal that reflected only shadows. Taking this creation as a kind of success, these Signers turned their thoughts to other pursuits, at least until their lives became haunted by shadows.

Once a day, exactly at midnight and without the need of a user, the *shadow mirror* picks up the thoughts of the nearest sentient being and creates a shadow creature based on that being's thoughts, as per the spell *greater shadow conjuration*. The creature whose thoughts the *shadow conjuration* were based off of has a kind of control over the conjured form, although the shadow creature seems to intentionally warp each order as maliciously and destructively as possible and occasionally ignores its master's will entirely. The shadow shape exists and serves for 1 day, fading into nothing the following midnight when a new shadow creature is created. If several creatures are equally close to the mirror at midnight they must make a contested check (1d20 plus the creature's Hit Dice plus its Charisma modifier). The creature that wins chooses the form of the shadow conjuration and controls it for the next day.

Strong illusion; CL 13th; Craft Wondrous Item, *greater shadow conjuration*; Price 91,000; Weight 15 lb.

Speaker's Trumpet

Frequently used by orators in the Hall of Speakers, these gold wire devices clasp over a person's lower lips like exotic jewelry. Despite their strange constructions, these unusual ornaments don't obstruct the mouth in

any way and assure that all assembled hear a speaker's words.

Those who make use of a *speaker's trumpet* can be heard by all creatures within 100 feet, regardless of environmental effects (such as storms). Even magical silence does not prevent others from hearing the speaker. In addition, the speaker gains a +5 bonus on Diplomacy skill checks

Faint transmutation; CL 3rd; Craft Wondrous Item, *whispering wind*; Price 3,500 gp; Weight —.

Heart of Aoskar (minor artifact)
Aoskar, a god of portals and traveling, once challenged the Lady of Pain for dominance over her city. He lost.

His temples destroyed and his followers long forgotten, The Sign of One decided the ultimate proof of their powers would be to imagine this fallen god back to life. Although they did not succeed, many Signers began carrying figurines and objects associated with Aoskar.

The *Heart of Aoskar* looks like a clockwork heart the size of a human head. Numerous keyholes of different shapes and sizes pepper the surface of the device, which can be folded and unfolded to reveal more keyholes and more hinged plates. No matter how many plates are adjusted the heart remains the same shape.

Any character who makes a successful DC 30 Open Lock check causes the *Heart of Aoskar* to create a spontaneous portal, effectively transporting all creatures within 15 feet to a random plane, as per the spell *plane shift* but disregarding the boundaries of connecting planes. Thus, a character using the *Heart of Aoskar* might jump from an Inner Plane directly to a normally inaccessible Outer Plane. What plane the user and those around him appear on is determined by the DM or at random.

Strong conjuration; CL 19th; *plane shift*; Weight 8 lb.

FACTION CLASSES

Of the fifteen major factions that occupied Sigil before the Faction War numerous have seen updates to the current edition in the form of prestige classes. While a number of factions were presented in the article "Fractious Factions" (in DRAGON #287) many have seen more recent revision in the *Planar Handbook* and other sources.

Athar: Defiant (*Planar Handbook*)
Doomguard: Doomlord (*Planar Handbook*)
Fated: Fatemaker (*Planar Handbook*)
Harmonium: Harmonium peacekeeper (#315 DRAGON, "The Exiled Factions")
Mercykillers: Justicair (*Complete Warrior*)
Revolutionary League: Anarchomancer (#315 DRAGON, "The Exiled Factions")
Society of Sensation: Ardent dilettante (*Planar Handbook*)
Transcendent Order: Cipher adept (*Planar Handbook*)
Xaositects: Chaotician (*Planar Handbook*)

THE FACTION WAR

Many of the personalities and events described in this article relate to Sigil's tumultuous Faction War. During this upheaval an army of fiends and the power-hungry machinations of the factol of the Fated, Rowan Darkwood, almost destroyed the City of Doors. In the wake of this troubled time, numerous powerful factions were destroyed or disbanded and the face of the PLANESCAPE campaign setting was changed forever. These events are fully detailed in the PLANESCAPE adventure and accessory *Faction War*.

Creature Catalog IV: Campaign Classics

by Sean K Reynolds • illustrated by Steve Ellis

Greyhawk, Mystara, and Ravenloft hold a special place in the hearts and minds of many gamers, as well as in the history of the Dungeons & Dragons game. Greyhawk was the first official campaign setting released for the game, and its deities and famous mortals pervade the game's magic item and spell lists—Ehlonna and Boccob are Greyhawk deities, and Bigby, Mordenkainen, and Tenser are among the many famous Oerthly mortals who lent their names to spells and items we read about every day. Ravenloft began as an adventure, expanded to become a deadly side trek for adventurers, and finally became a campaign setting in its own right with adventures for native characters. Although many current D&D players have never had characters in Ravenloft, there was a time when even the mention of strange mists on the horizon was enough to send PCs scurrying to safety. Mystara first began as the Known World, a setting for basic D&D that grew into a beloved stand alone campaign with a lighter touch.

For this article, we take a look at some of the monsters of these three worlds. Although originally intended for their respective campaign settings, there is no reason you can't use them in others—some of these creatures are known to exist in the Forgotten Realms, the Greyhawk dragon wouldn't be out of place in Eberron's city of Sharn, and maggot golems would be right at home in the tortured Mournland.

Animus

An animus is the product of a magical ritual performed on live humanoids by devils and clerics of Hextor. The result is an undead tyrant, full of cold hatred, single-minded, and driven toward its goal of power, wealth, or military victory.

An animus appears much as it did in life, except that its skin is weathered and wrinkled. Variances in the ceremony sometimes (25%) create hideous, lichlike creatures, others (10%) are almost indistinguishable from their original forms. As most were formed from nobles of the Great Kingdom of Aerdy, they tend to be vain and dress in clothing appropriate to their status. A typical animus has several levels in aristocrat, cleric of Hextor, expert, and/or fighter.

Most animuses were formed against their will at the command of the mad Overking Ivid V. Many of his

advisors, generals, clerics, and wizards were made into animuses when they failed his expectations or he doubted their loyalty. Others were transformed as a reward—Ivid's madness made him consider the process alternately a punishment and a reward. Some of them were powerful at the time of their transformation, while others were able to use their new powers to eliminate competitors and acquire power.

An animus is a loner. It feels no affinity toward its former friends and companions, but it has to interact with them to accomplish its goals. Thus, it wages a constant battle against its own instincts of isolation and antipathy. Simultaneous with these feelings is the desire to complete the goals that Ivid set out for it. With the disappearance of the mad monarch, though, many of them have overcome this programming and are following their own agendas. Some animuses are flawed and paranoid, seeing enemies all around them. Most of these are obsessed with assassination, going so far as to have their food tested for poison, even though they are immune to it.

Since the disappearance of Ivid V and his Hextorian cohorts, no new animuses have been created. It is likely that the ritual has been lost, although a skilled necromancer might be able to recreate the process if he could study enough subjects.

An animus speaks any of the languages it knew in life, typically Common and Old Oeridian.

Sample Animus

This man is dressed in noble's finery and wears a symbol of Hextor. Although he seems to be a young man, his face is unnaturally weathered and wrinkled.

This example uses a 6th-level human cleric of Hextor as the base creature.

KOBASTEN OF HOUSE NAELAX **CR 8**

Male Human Animus Cleric 6 of Hextor

LE Medium Undead (augmented humanoid)

Init +5; **Senses** Listen +10, Spot +10

Aura Lawful evil (strong)

Languages Common, Old Oeridian

AC 19, touch 12, flat-footed 18

hp 39 (6d12 HD); fast healing 5; **DR** 10/magic

Resist acid 20, cold 20, electricity 20

Fort +6, **Ref** +6, **Will** +12

Spd 20 ft.

Melee +1 *flail* +9 (1d8+7) or touch +8 (fear)

Base Atk +4; **Grp** +8

Atk Options Power Attack

Special Atk command undead, fear touch (DC 14), *greater command* (DC 14), paralyzing gaze (DC 14), suggestion (DC 14), *incendiary cloud* (10 ft. cube, duration 5 rounds, DC 14, this is a special ability, unique to Kobasten)

Combat Gear *wand of owl's wisdom* (15 charges), *wand of silence* (4 charges)

Spells Prepared (CL 5th):

3rd—*dispel magic, magic circle against chaos*[D], *summon monster III*

2nd—*align weapon, bull's strength, desecrate, spiritual weapon*[D], *summon monster II*

1st—*divine favor, obscuring mist, protection from chaos*[D], *sanctuary, summon monster I*

0—*cure minor wounds (2), detect magic (2), mending*

D: Domain spell; Domains: Law, War

Abilities Str 18, Dex 13, Con —, Int 12, Wis 18, Cha 13

SQ disease vulnerability, turn resistance +4

Feats Alertness[B], Combat Casting, Improved Initiative[B], Iron Will, Lightning Reflexes[B], Martial Weapon Proficiency (flail)[B], Negotiator, Power Attack.

Skills Concentration +8, Diplomacy +4, Heal +7, Intimidate +2, Knowledge (nobility and royalty) +4, Knowledge (religion) +4, Listen +10, Ride +2, Sense Motive +8, Spellcraft +5, Spot +10

Possessions +2 *chainmail*, +1 *light flail*, *ring of protection* +1, *cloak of resistance* +1, *periapt of wisdom* +2, 682 gp.

Creating an Animus

"Animus" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). An animus uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future HD to d12s.

Speed: Same as the base creature.

Attack: An animus has a touch attack that it can use once per round. If the base creature can use weapons, the animus retains this ability. A base creature with natural weapons retains those natural weapons. An animus fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). An animus armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: An animus fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Special Attacks: An animus retains all of the special attacks of the base creature and also gains those listed below. Save DCs are Charisma-based unless noted otherwise. Note that some animus gain additional powers during creation, such as Kobasten's *incendiary cloud* ability. These additional powers might increase an animus's CR, subject to DM discretion.

Command Undead (Su): An animus can command non-intelligent undead (undead without an Intelligence score) as a cleric of its level. There is no limit to the number of times per day the animus may use this ability, but the animus can only affect up to twice its Hit Dice at any one time. If the animus can command undead as a class ability, these undead count toward the total Hit Dice the animus can affect.

Fear Touch (Su): Any living creature an animus hits with its touch attack must succeed at a Will save or be affected by a fear spell cast by a sorcerer equal to the animus' Hit Dice. It may use this ability at will.

Greater Command (Sp): An animus can use *greater command* a number of times per day equal to its Charisma bonus (an animus without a Charisma bonus cannot use this ability). The animus can only command targets to kneel (effectively the same as "fall").

Paralyzing Gaze (Su): An animus can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the animus must take a standard action, and those merely looking at it are unaffected. The target may resist with a Will save or be paralyzed as long as the animus continues to hold the gaze and concentrate. It may use this ability at will.

Suggestion (Su): An animus can use *suggestion*, as per the spell, on any target held by the animus's paralyzing gaze. Giving the suggestion does not interrupt the animus's concentration when holding an opponents gaze. It may use this ability at will.

Special Qualities: An animus retains all of the special qualities of the base creature and gains those described below.

Damage Reduction (Su): An animus' body is tough, giving it damage reduction 10/magic.

Turn Resistance (Ex): An animus has +4 turn resistance.

Resistance (Ex): An animus has cold, acid, and electricity resistance 20.

Fast Healing (Ex): An animus heals 5 points of damage each round. If reduced to 0 or fewer hit points, it is helpless but continues to heal at its normal rate, recovering as soon as it reaches 10 hit points. To destroy an animus, its body has to be destroyed by fire or acid. Dealing 10 points of fire or acid damage while it is at or below 0 hit points destroys the body.

Horrifying Appearance (Ex): There is a 25% chance that a flaw in the procedure that creates an animus causes it to have a lichlike appearance. These creatures have a –4 penalty on Diplomacy, Disguise, and Gather Information checks, but get a +4 bonus on Intimidate checks.

Disease Vulnerability (Ex): Unlike other undead, an animus's flesh is affected normally by disease, although it cannot die from disease—its ability scores cannot drop to 0 from disease, and diseases that cause Constitution damage do not affect it. It uses its Charisma modifier on its Fortitude saving throws against disease.

Abilities: Increase from the base creature as follows: Str +4, Cha +2. Being undead, an animus has no Constitution score.

Skills: An animus has a +4 racial bonus on Listen, Sense Motive, and Spot checks. Otherwise same as the base creature.

Feats: An animus gains Alertness, Improved Initiative, and Lightning Reflexes as bonus feats, assuming it meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as the base creature.

Organization: Court (1 plus 5–20 guards and assistants)

Challenge Rating: Same as the base creature +2 (possibly +3 if the animus has a powerful unique ability)

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: +4

Animus Characters

An animus is always evil, which causes characters of certain classes to lose some class abilities, as noted in Chapter 3: Classes in the *Player's Handbook*. In addition, certain classes take additional penalties.

Clerics: Clerics lose their ability to turn undead but gain the ability to rebuke undead. Most animus clerics worship Hextor and so have access to the Destruction, Evil, Law, and War domains.

Sorcerers and Wizards: These characters retain their class abilities, but if a character has an animal familiar (not an construct, evil outsider, or undead) the link between them is broken, and the familiar shuns its former companion.

BLINDHEIM

Small Monstrous Humanoid (Aquatic)
Hit Dice: 4d8+4 (22 hp)
Initiative: +6
Speed: 40 ft., climb 20 ft., swim 30 ft.
Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
Base Attack/Grapple: +4/–2
Attack: Bite +3 melee (1d8–2)
Full Attack: Bite +3 melee (1d8–2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Gaze, improved grab (bite), swallow whole
Special Qualities: Amphibious, poison resistance, blindsense 40 ft.,
Saves: Fort +2, Ref +6, Will +4
Abilities: Str 6, Dex 15, Con 12, Int 3, Wis 10, Cha 6
Skills: Climb +6, Hide +6, Listen +9, Spot +2, Swim +6
Feats: Alertness, Improved Initiative
Environment: Any swamp and underground
Organization: Solitary, gang (2–5), squad (11–20 plus 1–2 warrior 1 leaders), or tribe (21–100 plus 2–10 warrior 1 leaders, a warrior 5 king, and 1–2 adept 3 shamans)
Challenge Rating: 3
Treasure: None
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: —

This yellow froglike humanoid has large teeth and bulging eyes that emit blinding light.

Blindheims are small froglike creatures that emit blinding light from their eyes to help them catch prey. Stupid and crude, they are omnivores and can eat almost anything, even poisonous things such as fungi and weird underdark slimes that other creatures avoid. They prefer to live near water, enjoying underground lakes and pools as much as surface swamps. Although they often live alone, they sometimes cooperate to catch larger prey or for mating purposes. Rarely, they collect in a horde, consuming everything in their path, then scattering to individual lairs when their bellies are full.

A blindheim looks like a halfling-sized humanoid frog with huge eyes and a wide mouth with needle-sharp teeth and a pair of fanglike incisors. Mostly a dark yellow color, a blindheim is lighter on the belly, chest, and palms of its hands and feet. Its simple hands are dexterous enough to use tools but most common blindheims never bother. A living blindheim's eyes constantly emit beams of bright light, although when not threatened or attacking they cover their eyes with transparent eyelids that absorb this light. If killed, its eyes fade to a dull gold color and no longer emit light.

Although most blindheims are exceedingly primitive, a small number achieve a rudimentary kind of civilization, with experienced war leaders, a king, and even shamans. Sometimes these important figures have unusual gaze attacks (see sidebar) or standard class levels. Tribal blindheims use tools and weapons (mainly darts and javelins) and worship slaadi.

Blindheims communicate with each other in guttural croaks using a few simple Aquan words. Tribal blindheims have an improved vocabulary based on Aquan.

Combat

Blindheims use their blindsense ability to pinpoint opponents, then use their gaze attack to blind creatures for easy biting.

Amphibious (Ex): Blindheims can breathe air as well as water.

Blindsense (Ex): A blindheim uses its exceptional hearing to pinpoint creatures within 40 feet. Opponents still have total concealment against the blindheim unless it can actually see them.

BLINDHEIM GAZES

Blindheim leaders, kings, and shamans sometimes have different gaze attacks than common blindheims. Possible abilities are as follows.

Daze: The blindheim's gaze dazes creatures who fail their save and fascinates those who succeed; both effects last one minute. Blindheims with this ability have amber-colored eyes.

Faerie Fire: Any creature in the area of the blindheim's gaze attack is outlined with *faerie fire* for 1 minute. There is no saving throw against this ability. Blindheims with this ability have blue metallic eyes.

Scorching Ray: In addition to the normal effects of its gaze attack, once per round the blindheim can generate a single scorching ray from its eyes against a single target within the area of its gaze attack. Blindheims with this ability have bright golden eyes. CR +1.

Sunbeam: In addition to the normal effects of its gaze attack, once per day the blindheim can create a sunbeam effect against all creatures within the area of its gaze attack. Blindheims with this ability have white metallic eyes. CR +1.

Gaze (Su): A blindheim's gaze attack causes blindness for 1 minute (Fortitude partial DC 13); creatures that save are dazzled for 1 minute instead. Creatures with light sensitivity have a –2 penalty on this saving throw, while those with light blindness take a –4 penalty on this save. The gaze attack has a range of 30 ft. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a blindheim must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Poison Resistance (Ex): Blindheims have a +4 racial bonus on all poison saving throws.

Swallow Whole (Ex): A blindheim can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d4 points of acid damage per round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Skills: A blindheim has a +8 racial bonus on Climb skill checks and can always can choose to take 10 on a Climb heck, even if rushed or threatened.

The blindheim has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Ravenloft

CARRIONETTE

Tiny Construct
Hit Dice: 2d10 (11 hp)
Initiative: +2
Speed: 20 ft., climb 20 ft.
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +1/–9
Attack: Short sword +1 melee (1d3–2/19–20) or needle +5 (1 plus slow)
Full Attack: Short sword +1 melee (1d3–2/19–20) or needle +5 (1 plus slow)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Mind switch, slow needle
Special Qualities: Detect carrionette, ventriloquism, electricity immunity, construct traits
Saves: Fort +0, Ref +2, Will +1
Abilities: Str 6, Dex 15, Con —, Int 8, Wis 12, Cha 10
Skills: Climb +6, Hide +15, Listen +4, Move Silently +7, Spot +5
Feats: Alertness
Environment: Any
Organization: Solitary or pack (2d4)
Challenge Rating: 3
Treasure: None
Alignment: Usually chaotic evil
Advancement: —
Level Adjustment: —

Stumbling around like a murderous child's doll, the puppet has articulated joints and tiny silver pins devoid of a puppeteer's strings.

Carrionettes are evil dolls who solely desire to acquire living bodies to use as their own. They come in many forms, from clowns to knights to farm animals, although most look like humanoids and often carry size-appropriate weapons. They can speak, although they rarely do so; their voices are high and shrill. As they are constructs they can lie motionless for years if need be, hiding among children's toys or puppet shows where they go unnoticed, waiting until they find a host body they like. Carrionettes may be made of any common material (copper, stone, clay, and so on) but most are made of wood; the above statistics apply regardless of the creature's materials.

Carrionettes do not interact with each other except in attempts to find hosts. They have no culture or society, living as parasites among human cities.

Combat

Normally, a carrionette acts alone, although they sometimes cooperate to bring down a single opponent, mobbing lone travelers in succession until all of them have found living bodies. Once a carrionette has a living body of its own, it ignores all other carrionettes.

Detect Carrionette (Su): A carrionette automatically notices all carrionettes within 30 feet. It retains this ability whether in its own doll body or in a living body. They do not steal living bodies from each other, and this ability allows them to recognize if potential targets are "safe" for mind-switches.

Mind Switch (Su): Carrionettes are studded with a number of silver

needles. A carrionette can fire one of these needles into a helpless opponent's neck, which allows it to exchange minds with the opponent (similar to *magic jar*, except the construct body is the receptacle and is an animate thing in its own right). The carrionette's construct body is inanimate for one hour after this transfer, after which time the living opponent's mind gains control and can move about clumsily. Meanwhile, the host's body is fully functional on the round following the transfer. Once the switch is made, the needle is no longer necessary and the carrionette normally removes it immediately. This removes the tether to its construct body (the carrionette is immune to its own needles).

As destroying the construct body kills the living mind inhabiting it and the carrionette's essence in the living body, it normally locks up its construct body or sends it far away to keep it from harm (and to keep its living body's original owner from coming after it).

To reverse the mind switch, the living opponent inside the construct body must insert a silver needle into the living body's neck or be holding a silver wire attached to a needle used this way. Effects that would negate a *magic jar* also end the exchange immediately. Upon reversal, the living body recovers in 1 round and the construct body is inert for 1 hour.

Slow Needles (Su): A carrionette can fire a silver needle from its body as a ranged attack with a 15-foot range. If the needle hits, the target must make a DC 11 Fortitude save or suffer the effects of a *slow* spell. The needle remains connected to the carrionette by a 15-foot-long silver thread; the thread is difficult to see (requiring a DC 20 Spot check to notice) but if it is removed (a move action) the effect wears off in 1d4 rounds. Otherwise the effect persists indefinitely. A creature that fails its save against two needles is paralyzed. A carrionette can fire up to three slow needles per day. This save DC is Charisma-based.

***Ventriloquism* (Sp):** A carrionette may use *ventriloquism* at will. Caster level 1.

Skills: Carrionettes have a +4 racial bonus on Hide and Move Silently checks.

A carrionette has a +8 racial bonus on any Climb check and can always choose to take 10 on a Climb check, even if rushed or threatened.

Construction

Crafting a carrionette's body requires a DC 14 Craft check of the appropriate type (woodworking for a wooden body, sculpting for a clay body, and so on). The body is animated with a one-month ritual requiring an alchemist's laboratory.

Carrionettes are free-willed and do not need to obey their creator. However, a skilled or diplomatic crafter can bargain with the creature, offering it a living body in exchange for some kind of service. Given their evil natures and limited usefulness, most carrionettes are not created to be servants, but are used instead for assassination, impersonation, and just to cause mischief.

CL 5th; Craft Construct (see *Monster Manual*, page 303), *detect magic*, *slow*, *magic jar*, caster must be at least 5th level; Price 2,500 gp +100 XP.

Ravenloft

Death's Head Tree

A sickly weeping willow droops here, bowed under the weight of its own branches. From its diseased bower dangle grotesque fruit, somehow shaped like severed humanoid heads. Strangled moans and choked sighs rattle from their tortured visages.

These trees need humanoid blood to germinate their seeds, which they get by implanting them in living hosts, using their headlike fruits to lure potential victims. The fruit are connected to the branches at the base of the neck, and have a pale, waxy appearance as if they were decapitated fairly recently. The mouths can move and make simple noises, but the tree is not intelligent enough to manage more than a few calls for help in different languages. The heads may be of different races, and some believe that each fruit takes the face of the dead person whose blood nourished the mother tree.

A death's head tree is not ambulatory, although it can move its

branches to bring its head-fruits to bear on enemies. It normally has eight heads ripe enough to attack, with a few more immature fruits incapable of anything other than garbled noises and limited motion. A mature tree stands 15- to 20-feet tall, but some particularly ancient specimens grow to three times that height.

Because of their need for blood, death's head trees sometimes grow on battlefields or places where many people have been sacrificed or murdered. Although the trees sometimes grow in groups, they tend to leech each other's stored blood through their roots, so eventually a grove dwindles to one dominant plant surrounded by dead trees. It takes a tree more than 50 years to mature, until which time it is almost indistinguishable from a normal weeping willow tree. Once mature, it grows new fruit every other year, taking 1d6 days for them to grow from walnut-size to

	Death's Head Tree Huge Plant	Head Fruit Tiny Plant
Hit Dice:	10d8+40 (85 hp)	2d8 (9 hp)
Initiative:	–2	+3
Speed:	0 ft.	fly 20 ft. (perfect)
Armor Class:	11 (–2 size, –2 Dex, +5 natural)	15 (+2 size, +3 Dex)
Base Attack/Grapple:	+7/+20	+1/–9
Attack:	Slam +11 (1d8+5)	Bite +1 melee (1d3–2 plus implant seed) or seed +6 ranged (1 plus implant seed)
Full Attack:	Slam +11 (1d8+5)	Bite +1 melee (1d3–2 plus implant seed),or seed +6 ranged (1 plus implant seed)
Space/Reach:	10 ft./15 ft.	2-1/2 ft./0 ft.
Special Attacks:	Flying fruit	implant seed
Special Qualities:	Blindsight 60 ft., fire immunity, plant traits	Blindsight 60 ft., fire immunity, plant traits
Saves:	Fort +11, Ref +1, Will +2	Fort +3, Ref +3, Will –3
Abilities:	Str 20, Dex 6, Con 18, Int 3, Wis 5, Cha 1	Str 6, Dex 16, Con 10, Int 3, Wis 5, Cha 1
Skills:	Listen +5, Spot +6	Hide +11, Listen +0, Spot +0
Feats:	Alertness, Combat Reflexes, Iron Will, Weapon Focus (slam)	Alertness
Environment:	Any land	Any land
Organization:	Solitary or grove (2–20)	Solitary or swarm (1–8)
Challenge Rating:	5	—
Treasure:	—	—
Alignment:	Usually neutral	Usually neutral
Advancement:	11–20 HD (Huge); 21–30 HD (Colossal)	3–4 HD (Tiny); 5–6 HD (Small)
Level Adjustment:	—	—

head-size. When not growing fruit, the tree is otherwise a normal tree, needing only water, soil, and sunlight. Its wood is reputed to be useful in crafting magic items that resist fire or magic.

Combat

A death's head tree attacks with its large branches or its fruits, which bite at enemies or spit needlelike seeds. The bite of fruit attacks automatically implant a seed if successful (see below). Each fruit has six seeds; once all six seeds are expended, the fruit can only bite (an "empty" fruit withers in a few days and drops off the branch).

Like a hydra, creatures may attack the tree or its fruit. The tree is only killed if its main body is attacked; attacking the fruit does not harm the tree. The Tiny fruits can be attacked individually. Destroying a fruit does not affect the tree's hit points. Any attack that is not or cannot be a sunder attempt affects its main body. For example, area attacks deal damage to the main body, not to the fruit. Targeted magical effects cannot attack a fruit while it is attached to the tree.

Flying Fruit (Ex): The headlike fruit of the death's head tree detach from its branches when fully ripened. Interior gases allow it to float and move on its own volition in search of prey for seed implantation. Once the fruit has expended all of its seeds it may bite for 1d4 more rounds, after which it falls and dies. Once detached from the tree, the head fruit are treated as individual creatures and can be subject of target magical effects. Area effect spells, such as *fireball*, affect the head fruit normally once they are detached.

The fruits normally chase humanoids, although they have been known to attack livestock and other nonhumanoid creatures. The fruit are unintelligent and the only noise they make is an occasional call for help.

Implant Seed (Ex): The bite of the head-fruit or its ranged attack implants a needlelike seed. The seed emits a mild numbing poison (Fortitude DC 19 negates, save each day, this save DC is Constitution-based) sufficient to mask the ongoing pain of its presence but not otherwise affecting the creature. One day after implantation in a humanoid creature (it has no effect on non-humanoids), the seed begins to grow, dealing 1d4 points of damage to the host on the first day, 2d4 points of damage on the second day, and so on to a maximum of 10d4 points of damage per day. When the implanted creature dies, a new death's head tree sprouts from its corpse.

Spells that hold or harm plants kill the seed instantly, as does *remove disease*. A creature with the Heal skill can attempt to remove the seed (DC 15 + 1 per day the seed has grown), which deals half the damage the seed's growth would deal that day. Failing the check by 5 or less means the character removes some of the plant but leaves enough behind to continue growing (restart the growth damage at 1d4 points of damage per day).

GREYHAWK ADVENTURES

DRAGON, GREYHAWK

Dragon (Air)

Environment: Any city (rarely any hill, plain, or forest)

Organization: Wyrmling, very young, young: solitary (with humanoid companions) or clutch (2–5); juvenile, young adult, adult, mature adult, old, very old, ancient, wyrm, great wyrm: solitary (with humanoid companions)

Challenge Ratings: Wyrmling 4; very young 5; young 6; juvenile 8; young adult 10; adult 12; mature adult 15; old 17; very old 19; ancient 20; wyrm 21; great wyrm 23

Treasure: Triple standard

Alignment: Usually lawful neutral

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wyrm 35–36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +3; very young +4; young +5; juvenile +5; others —

The dragon's body seems somewhat feline, but its face has a humanlike quality. Spines that vaguely resemble hair and a beard ring its head, and its scales shine like burnished steel.

Greyhawk dragons are sociable, clever, and curious. Their true appearances are rarely seen, as Greyhawk dragons prefer human form to their own, using their special abilities to infiltrate human society, masquerading as sages, scholars, wizards, or other intellectuals. Endlessly curious about the art, culture, history, and politics of civilized races, Greyhawk dragons live among humans and similar beings, keeping their true natures a secret (they are always able to recognize each other, however).

At hatching, a Greyhawk dragon's scales are a deep blue-gray with steely highlights. As it grows to adulthood, its color lightens to a lustrous burnished steel, gaining increased shine as it continues to age. In human form, a Greyhawk dragon always has one steel-gray feature, such as hair, eyes, nails, or sometimes a ring, tattoo, or other ornamentation. In their natural form, they smell of wet steel.

Greyhawk dragons rarely live in caves, as they prefer to assume a human lifestyle and therefore live in a human dwelling such as a mansion, castle, or other place of sufficient size to have a strongroom where they can keep their treasure. They prefer to dine in human form, although they need to eat enough to maintain their true mass and so they make monthly trips to hunt in dragon form, explaining these absences in ways consistent with

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	4d12+4 (30)	11	10	13	10	11	12	+4/+0	+5	+5	+4	+4	1d6 (13)	—
Very young	S	7d12+7 (52)	13	10	13	12	13	12	+7/+4	+9	+6	+5	+6	2d6 (14)	—
Young	M	10d12+20 (85)	15	10	15	14	13	14	+10/+12	+12	+9	+7	+8	3d6 (17)	—
Juvenile	M	13d12+26 (110)	17	10	15	16	15	14	+13/+16	+16	+10	+8	+10	4d6 (18)	—
Young adult	M	16d12+48 (152)	19	10	17	18	15	16	+16/+20	+20	+13	+10	+12	5d6 (21)	21
Adult	L	19d12+57 (180)	21	10	17	20	19	16	+19/+28	+23	+14	+11	+15	6d6 (22)	22
Mature adult	L	22d12+88 (231)	23	10	19	20	19	18	+22/+32	+27	+17	+13	+17	7d6 (25)	25
Old	L	25d12+100 (262)	25	10	19	22	21	18	+25/+36	+31	+18	+14	+19	8d6 (26)	26
Very old	H	28d12+140 (322)	27	10	21	22	23	20	+28/+44	+34	+21	+16	+22	9d6 (29)	29
Ancient	H	31d12+186 (387)	29	10	23	24	25	20	+31/+48	+38	+23	+17	+24	10d6 (31)	30
Wyrm	H	34d12+238 (459)	31	10	25	24	25	22	+34/+52	+42	+26	+19	+26	11d6 (34)	33
Great wyrm	H	37d12+296 (536)	33	10	27	26	27	24	+37/+56	+46	+28	+20	+28	12d6 (36)	35

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 150 ft. (average), swim 30 ft.	+0	14 (+1 size, +3 natural), touch 11, flat-footed 14	*Polymorph*, poison resistance	1st	16
Very young	60 ft., fly 150 ft. (average), swim 30 ft.	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17	Minor arcane shield	3rd	18
Young	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	19 (+9 natural), touch 10, flat-footed 19	Moderate arcane shield	5th	20
Juvenile	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	22 (+12 natural), touch 10, flat-footed 22	*Enthrall*	7th	22
Young adult	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	25 (+15 natural), touch 10, flat-footed 25	Damage reduction 5/magic	9th	24
Adult	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	27 (–1 size, +18 natural), touch 9, flat-footed 27	*Charm person*	11th	26
Mature adult	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	30 (–1 size, +21 natural), touch 9, flat-footed 30	Damage reduction 10/magic	13th	28
Old	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	33 (–1 size, +24 natural), touch 9, flat-footed 33	*Suggestion*	15th	30
Very old	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	35 (–2 size, +27 natural), touch 8, flat-footed 35	Damage reduction 15/magic	17th	32
Ancient	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	38 (–2 size, +30 natural), touch 8, flat-footed 38	*Mass suggestion*	19th	34
Wyrm	60 ft., fly 250 ft. (poor), swim 30 ft.	+0	41 (–2 size, +33 natural), touch 8, flat-footed 41	Damage reduction 20/magic	20th	36
Great wyrm	60 ft., fly 250 ft. (poor), swim 30 ft.	+0	44 (–2 size, +36 natural), touch 8, flat-footed 44	*Mass charm*	21st	38

the roles they take in human society (for example, one in the guise of a historian would claim to exploring records in another city's library).

Greyhawk dragons prefer treasure they can carry in their human forms, such as jewelry, valuable coins, and magic items useable by Medium creatures. They hate creatures that disrupt normal life in cities or despoil natural hunting grounds. Within a city, they rely on local authorities to deal with troublemakers, but prefer swifter forms of justice in the wilderness.

Although native to the world of Oerth, some Greyhawk dragons have traveled to other planes, and in those places they and their offspring are called steel dragons.

Combat

Greyhawk dragons prefer talking to fighting, but if forced into combat, they usually begin with spells and avoid actual melee. If seriously threatened, a Greyhawk dragon reverts to its draconic shape and uses its breath weapon. It tries to incapacitate foes with its spells and other abilities unless they display obvious lethal intent and seem capable of inflicting serious harm. If outmatched, a Greyhawk dragon tries to either teleport away or assume a human guise and become lost in a crowd.

Breath Weapon (Su): A Greyhawk dragon has two kinds of breath weapons: a line of acid and a cone of poisonous gas. Every creature within the area of the poisonous gas must succeed on a Fortitude save or take 1 point of Constitution damage per age category of the dragon. It must then succeed on a second save 1 minute later or take the same amount of damage.

Minor Arcane Shield (Su): A Greyhawk dragon's spell resistance against 1st- and 2nd-level arcane spells is +10 higher than normal.

Moderate Arcane Shield (Su): A Greyhawk dragon's spell resistance against 3rd- and 4th-level arcane spells is +10 higher than normal.

Poison Resistance (Ex): A Greyhawk dragon gets a +10 racial bonus on all Fortitude saving throws against poison.

Spell-Like Abilities: 5/day—*polymorph*; 1/day—*charm person, enthrall, mass charm, mass suggestion, suggestion.*

Skills: Bluff, Craft (all), Spellcraft, and Profession (all) are considered class skills for Greyhawk dragons.

YOUNG ADULT GREYHAWK DRAGON **CR 7**

Medium Dragon (Air)

Init +4; **Senses** Spot +21, Listen +21, darkvision 120 ft., low-light vision, blindsense 60 ft.

Languages Common, Draconic, Flan, Old Oeridian

AC 25 (+15 natural), touch 10, flat-footed 25

hp 152 (16d12+48 HD); **DR** 5/magic

SR 24

Immune paralysis, sleep

Fort +13, **Ref** +10, **Will** +12

Speed 60 ft., swim 30 ft., fly 200 ft. (poor)

Melee Bite +20 (1d8+4), and 2 claws +15 (1d6+2), and 2 wings +15 melee (1d4+2)

Atk Options Combat Expertise (up to +5), Power Attack (up to +16)

Special Atk Breath weapon (5d6 acid, or poison gas 5 Con initial and secondary damage, DC 21), frightful presence (DC 21), spells

Sorcerer Spells Known (CL 9th):

4th (4/day)—*dimension door, Otiluke's resilient sphere*

3rd (7/day)—*clairaudience/clairvoyance, dispel magic, hold person*

2nd (7/day)—*arcane lock, detect thoughts, glitterdust, invisibility*

1st (7/day)—*alarm, charm person, comprehend languages, identify, mage armor*

0 (6/day)—*dancing lights, daze, disrupt undead, detect magic, mage hand, mending, ray of frost, read magic*

Abilities Str 19, Dex 10, Con 17, Int 18, Wis 15, Cha 16

SQ Dragon traits, keens senses, minor arcane shield, moderate arcane shield, poison resistance.

Feats Cleave, Combat Expertise, Hover, Improved Initiative, Negotiator, Power Attack

Skills Bluff +13, Concentration +18, Craft (alchemy) +10, Diplomacy +19, Gather Information +10, Intimidate +10, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nobility and royalty) +10, Listen +21, Perform (sing) +10, Profession (shopkeeper) +7, Ride +5, Search +23, Sense Motive +14, Sleight of Hand +2, Spellcraft +16, Spot +21, Swim +14, Use Magic Device +13, Use Rope +3

Blindsense (Ex): A greyhawk dragon uses its extraordinary senses to pinpoint creatures within 60 feet. Opponents still have total concealment against the greyhawk draagon unless it can actually see them.

Breath Weapon (Su): 30-ft. cone of poison gas (1d6 Con initial and secondary damage), Fortitude DC 21 negates; or 60-ft. line of acid (5d6 acid), Reflex DC 21 half. Useable every 1d4 rounds. The DC is Constitution based.

Dragon Traits: Immune to sleep and paralysis effects.

Frightful Presence (Ex): Triggered automatically whenever the creature attacks, charges, or flies overhead.

Creatures of 4 HD or less are panicked for 4d6 rounds, those of 5 HD or more are shaken for 4d6 rounds. A creature that saves is immune to that dragon's frightful presence for 24 hours. 150-ft. radius, HD 15 or fewer, Will DC 21 negates. The save is Charisma-based.

Minor Arcane Shield (Su): A Greyhawk dragon's spell resistance against 1st- and 2nd-level arcane spells is +10 higher than normal.

Moderate Arcane Shield (Su): A Greyhawk dragon's spell resistance against 3rd- and 4th-level arcane spells is +10 higher than normal.

Poison Resistance (Ex): A Greyhawk dragon gets a +10 racial bonus on all Fortitude saving throws against poison.

Skills: The greyhawk dragon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

MYSTARA

DUSANU

A moldy skeletal humanoid wearing tattered clothing stumbles forward. Its eyes flicker with a haunting blue light, and a strange visible cloud of bad-smelling air hovering around it.

A dusanu, or "rot fiend," looks like an undead creature but is actually a colony of tiny fungi growing on a humanoid skeleton. Given mobility by its host and relying on a hive intelligence, the colony seeks out humanoids to infect with its spores so it can reproduce.

Although the rot fiend appears to be a rigid skeleton, the fungus pervades the bone completely and it is actually soft and almost spongy, making the creature flexible and somewhat resistant to damage (although its claws remain sharp). The flickering light in its eyes is from nonflammable waste gases emitted by the colony, and the constant haze around it comes from the cloud of reproductive spores it constantly emits.

Dusanu communicate with others of their kind using airborne spores, although this communication is not as complex as a true language and limited to simple concepts like "follow," "attack," and "danger." Their awareness of these spores is so sensitive that they can sense the presence of another rot fiend up to ten miles away upwind. They show no interest in communicating with anything other than their own kind, although they respond normally (and tersely) to magical communication such as *speak with plants*.

Dusanu wander constantly and do not keep a lair. They avoid places where humanoids gather in large numbers, preferring to take down scouts and stragglers. They're most often found in the deeper and wilder parts of forests and swamps. Every few weeks a dusanu must regenerate itself by finding another corpse or decaying plant matter of approximately the same size and emit fast-acting spores that eat this new material over the course of a few hours. When the spores have consumed the target matter, they either envelop the host body's mold colony and consume it, or lay dormant until a suitable humanoid host touches it and is attacked by the dormant colony.

Combat

Dusanu rush into melee to infect opponents with their spore cloud and claw attacks. When traveling in a group they usually try to surround opponents so there is no way to escape without passing through a spore cloud.

Create Spawn (Ex): A Small or Medium creature killed by a dusanu or the dusanu mold disease (see below) rises as a new dusanu of the same size 1d3 days later unless a *remove disease* spell is used on the corpse.

Disease (Ex): A rot fiend is surrounded by a 5-ft.-radius cloud of spores; any creature within the cloud must make a Fortitude saving throw every round it is exposed or contract the dusanu mold disease. During the incubation period the creature only

	Dusanu Small Plant	Advanced Dusanu Medium Plant
Hit Dice:	3d8 (13 hp)	9d8+9 (49 hp)
Initiative:	+2	+1
Speed:	30 ft.	30 ft.
Armor Class:	18 (+1 size, +2 Dex, +5 natural), touch 13, flat-footed 16	16 (+1 Dex, +5 natural), touch 11, flat footed 15
Base Attack/Grapple:	+2/–3	+6/+6
Attack:	Claw +2 melee (1d6–1 plus disease)	Claws +6 melee (1d8 plus disease)
Full Attack:	2 claws +2 melee (1d6–1 plus disease)	2 claws +6 melee (1d8 plus disease)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Create spawn, disease (DC 11)	Create spawn, disease (DC 15)
Special Qualities:	DR 10/piercing or slashing, electricity immunity, plant traits	DR 10/piercing or slashing, electricity immunity, plant traits
Saves:	Fort +3, Ref +3, Will +2	Fort +7, Ref +4, Will +4
Abilities:	Str 8, Dex 14, Con 10, Int 10, Wis 12, Cha 1	Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 1
Skills:	Hide +9, Listen +4, Move Silently +5, Spot +4	Hide +7, Listen +7, Move Silently +7, Spot +7
Feats:	Alertness, Stealthy	Alertness, Blind-Fight, Power Attack, Stealthy
Environment:	Temperate and warm forest and swamp	Temperate and warm forest and swamp
Organization:	Solitary or pack (2–5)	Solitary or pack (2–5)
Challenge Rating:	2	4
Treasure:	—	—
Alignment:	Usually chaotic neutral	Usually chaotic neutral
Advancement:	4–5 HD (Small); 6–9 HD (Medium)	—
Level Adjustment:	—	—

experiences an itchy rash, but once the incubation period is over death usually follows. A dusanu's claw attacks also transmit the disease.

Dusanu mold—inhaled or injury, Fortitude DC 11 (Small dusanu) or 15 (Medium dusanu), incubation period 1d2 days, damage 1d6 Con. The save DC is Constitution-based.

Plant Traits: Immune to poison, sleep, paralysis, stunning, and polymorphing; not subject to critical hits or mind affecting effects; low-light vision.

Ravenloft

GOBLYN

Medium Humanoid (Goblinoid)
Hit Dice: 4d8+4 (22 hp)
Initiative: +7
Speed: 30 ft.
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +3/+3
Attack: Claw +4 melee (1d6)
Full Attack: 2 claws +4 melee (1d6), bite –2 melee (1d6)
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Feasting, improved grab (claw), scary visage
Special Qualities: Darkvision 90 ft., SR 6, telepathy
Saves: Fort +2, Ref +7, Will +2
Abilities: Str 10, Dex 16, Con 12, Int 6, Wis 12, Cha 8
Skills: Climb +5, Hide +8, Listen +5, Move Silently +8, Spot +5,
Feats: Alertness[B], Improved Initiative, Weapon Focus (claw)
Environment: Any land
Organization: Solitary or gang (3–24)
Challenge Rating: 2
Treasure: —
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +2

This hunched humanoid drools rivulets of yellow saliva upon the ground. Ghastly glowing eyes perch above its oversized maw, full of broken knifelike teeth.

Goblyns are created by curses, powerful evil magic items, and certain spells. The transformation causes them to forget their former lives, turn evil, and become slavishly devoted to their master (whether or not that person is the one who created them).

Quick and bloodthirsty, goblyns eat only meat and drink only blood. They have no desires or motivations other than to serve their master. They only initiate combat if directed to by their master, have standing orders to attack, or in the rare cases when they're left alone so long that they must hunt to eat. Their devotion is so total that they would turn on each other if their master commanded it. They are valued as servants for their loyalty, ferocity, endurance, and resistance to hostile magic.

Goblyns speak a halting form of Common and one other language their master speaks. Advanced goblyns usually have levels in rogue.

Combat

Goblyns love combat because of the smell of blood and the knowledge that they are serving their master's whims. Although they can use any

Speed: 20 ft.
Armor Class: 12 (+2 Dex), touch 12, flat-footed 10
Base Attack/Grapple: +6/+7
Attack: Slam +7 melee (1d6+1)
Full Attack: Slam +7 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab (slam), swallow whole
Special Qualities: Berserk, construct traits, fast healing 5, immunity to magic, immune to piercing and slashing damage
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 12, Dex 14, Con —, Int —, Wis 10, Cha 10
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 6
Treasure: —
Alignment: Always Neutral
Advancement: 9-10 HD (Medium); 11–24 HD (Large)
Level Adjustment: —

This thing looks like a vaguely humanoid animate mass of maggots, its grotesque dimensions varying from moment to moment. Flies buzz around it like at a pile of corpses and it leaves a trail of squirming maggots behind it.

A maggot golem is a disgusting animate heap of maggots, flies, and fly eggs, created from a corpse infested with maggots and barely held together by an elemental spirit. Maggot golems smell of rotting meat. While the creature is a construct it requires occasional food for its component vermin to eat. Thus, the creature seeks out fleshy creatures to kill and consume for this purpose. If deprived of food for a week, the golem loses its fast healing ability and loses 5 hit points per day thereafter until it feeds.

Maggot golems cannot speak—their "head" is little more than a lump at the top of their bodies, although other times they have rudimentary heads with depressions

simple weapon, most prefer to savage opponents with their claws and teeth.

Feasting (Ex): A goblyn may bite the face and neck of a grappled victim. This deals 2d6 hit points of damage with a successful grapple check. This attack causes horrible wounds that scar easily; each round of feasting gives the target a –1 penalty on Diplomacy and Gather Information checks when dealing with creatures unnerved by such scarring. This penalty lasts until the wounds are magically healed. If the wounds heal naturally, a *heal* or *regenerate* spell is necessary to repair the damage.

Improved Grab (Ex): To use this ability, a goblyn must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can feast the following round.

Scary Visage (Ex): A goblyn can, as a standard action, bare the broken teeth in its oversized maw and leer with its unnaturally glowing eyes, causing opponents who can see it within 30 feet to cower for 1 round. A DC 11 Will save negates this effect. Whether or not the save is successful, those creatures cannot be affected again by the same goblyn's scary visage for 24 hours. The save DC is Charisma-based.

Telepathy (Su): A goblyn has a telepathic link with its master and with all other goblyns the master controls. This telepathy has a range of 10 miles.

Skills: Goblyns have a +4 racial bonus on Climb, Hide, and Move Silently checks.

Ravenloft

GOLEM, MAGGOT

Medium Construct
Hit Dice: 8d10+20 (64 hp)
Initiative: +2

representing eyes and mouths. They shamble as if always on the brink of collapse, likewise hindered by the mutable shape of its limbs.

Combat

Maggot golems usually take a lot of punishment in combat because of their low armor class, but their damage immunities and fast healing are usually enough to let them continue absorbing attacks until their opponents are dead.

Berserk (Ex): When a maggot golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk, seeking out its master and attacking him preferentially. To regain control, the creator must speak to it forcefully and make a Charisma check (DC equal to 10 + the golem's HD). It takes 1 minute of inactivity to reset the golem's berserk chance to 0%.

Fast Healing (Ex): A maggot golem regains 5 hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach lost body parts.

Immunity to Magic (Ex): A maggot golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against it. Fire attacks affect it normally. Cold attacks slow the golem if they would deal at least half its current hit points in damage, otherwise they have no effect. Casting *summon swarm* directly on the golem acts like *cure moderate wounds*. *Insect plague* acts like *heal*. *Repel vermin* deals 1d6 points of damage per caster level (Fortitude half).

Improved Grab (Ex): To use this ability, a maggot golem must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): The golem can envelop opponents it holds with a second successful grapple check after a grab. The opponent can be the same size or smaller than the creature. A trapped opponent suffers 1d6+1 points of damage each round and must hold its breath or begin to suffocate. An enveloped opponent can cut its way out by making two successive opposed grapple checks against the golem. The golem can hold one Medium creature, two Small creatures, eight Tiny creatures, or thirty-two Diminutive or smaller creatures. Because the golem is amorphous, an exiting trapped creature does not form a hole; the golem's maggot-flesh just flows back into place.

Construction

The base material of a maggot golem is the corpse of a dead Medium humanoid infested with maggots. The creator must encourage the growth of these maggots with careful control of the environment and the addition of fresh meat paste, sugar water, and alchemical substances worth 500 gp, which causes the maggots to multiple at an amazing rate and eventually replace all of the corpse's soft parts with maggots, flies, and eggs in various stages.

Note that creating a maggot golem requires casting a spell with the evil descriptor.

CL 8th; Craft Construct (see *Monster Manual*, page 303), *animate dead*, *insect plague* or *summon swarm*, caster must be at least 8th level; Price 10,500 gp, cost 5,500 gp + 400 XP.

GREYHAWK ILLUSTRATED

LICH, SUEL

Suel liches are ancient undead spellcasters who managed to survive the Rain of Colorless Fire that destroyed their homeland.

Something of a cross between a lich and a malevolent ghost, a Suel lich is a creature of negative energy that must possess a living creature's body in order to continue its existence. A Suel lich burns out its host body quickly and must take a new host on a regular basis. Because of this they cannot isolate themselves for long periods like other liches. Some still roam the world in search of knowledge and power, while others hole themselves up with a ready supply of minions so they can continue their research. As little knowledge survived the Rain of Colorless Fire, only a handful of sages and loremasters have even heard of such creatures.

Outside of a host body, a Suel lich looks like an incorporeal being made of fiery black energy. When possessing a body, its eyes glow with black flames and its skin becomes coarse and leathery; its condition worsens the longer it holds that body, until eventually it is little more than a wrinkled husk whose head is surrounded by black fire.

Sample Suel Lich

Dressed in raiment of an adventurer, leaning on a burnt staff, this menace cackles with a throat choked with ash. His flesh is coarse and leathery, and his eyes glow with black flame.

This example uses a 15th-level human wizard as the base creature. It is possessing the body of a male human with Str 12, Dex 14, Con 10, and 100 hit points. If the body is killed, the Suel lich is forced to leave it and assume its incorporeal form which has Str —, Dex 12, Con —, and 103 hp.

SUEL LICH **CR 17**

Undead human Wizard 15 (possessing the body of a human)
NE Medium Undead (augmented humanoid) (incorporeal when not possessing a body)
Init +6; **Senses** Listen +15, Spot +15
Aura Neutral Evil (strong)
Languages Common, Ancient Suel, Draconic, Old Oeridian

AC 22, touch 17, flat-footed 20 (AC 14, touch 14, flat-footed 12 when incorporeal)
hp 97 (15d12 HD) (body has 100 hp); **DR** 15/magic
Immune cold, electricity, polymorph, mind-affecting
SR 25
Fort +12, **Ref** +12, **Will** +16

Spd 30 ft. (fly 40 ft. [perfect] in incorporeal form)
Melee Touch +8 (1d8+5 plus paralysis)
Ranged ranged touch attack spell +9 (by spell)
Base Atk +7; **Grp** +8 (— when incorporeal)
Special Atk Malevolence (DC 17), paralyzing touch (DC 19), deadly fear aura (DC 19), spells
Combat Gear *staff of evocation** (20 charges)
Wizard Spells Prepared (DC 19+spell level, 20+spell level for enchantment, 21+spell level for evocation, CL 15th):
8th—quickened *dimension door*, *greater shout* (DC 29)
7th—quickened *fireball* (DC 24), *mass hold person* (DC 27), *power word blind*
6th—*disintegrate* (DC 25), *greater dispel magic*, quickened *invisibility*, *true seeing*
5th—*dismissal*, *dominate person* (DC 25), *hold monster* (DC 25), quickened *magic missile*, *summon monster V*, *teleport*
4th—*animate dead*, *charm monster* (DC 24), *confusion* (DC 24), *dimension door*, *greater invisibility* (2)
3rd—*dispel magic*, *displacement*, *fly*, *lightning bolt* (DC 24), *phantom steed*, *slow* (DC 24)
2nd—*detect thoughts* (DC 21), *flaming sphere* (DC 23), *resist energy*, *see invisibility*, *web* (DC 21), *whispering wind*
1st—*charm person* (DC 20), *comprehend languages*, *disguise self*, *expeditious retreat*, *identify*, *magic missile*, *obscuring mist*
0—*detect magic* (2), *mage hand*, *read magic*

Abilities Str 12, Dex 14, Con —, Int 29, Wis 14, Cha 14
SQ turn resistance +4, undead immunities, vulnerability (*dispel evil*)
Feats Craft Staff[B], Craft Wondrous Item[B], Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Quicken Spell[B], Scribe Scroll[B], Spell Focus (enchantment), Spell Focus (evocation), Spell Penetration
Skills Concentration +18, Decipher Script +27, Diplomacy +7, Intimidate +7, Knowledge (arcana) +27, Knowledge (geography) +14, Knowledge (history) +19, Knowledge (local) +11, Listen +15, Search +17, Sense Motive +12, Spellcraft +29, Spot +15, Use Magic Device +27
Possessions *bracers of armor +5*, *cloak of resistance +5**, *headband of intellect +6**, *portable hole.**
* Indicates an item crafted with a ghost touch enchantment, allowing the Suel lich can also carry it in incorporeal form.

Creating A Suel Lich

"Suel lich" is an acquired template that can be added to any humanoid arcane spellcaster of at least 15th level (referred to hereafter as the base creature). A Suel lich has all the base creatures' statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged. When not possessing a body, a Suel lich is incorporeal and has the incorporeal subtype.

Speed: A Suel lich in incorporeal form has a fly speed of 40 ft. (perfect).

Hit Dice: Increase all current and future Hit Dice to d12s. When possessing a body, the body uses its original hit points (tracked separately from the lich's own hit points).

Armor Class: When possessing a body, a Suel lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better. In its incorporeal form, a Suel lich has a deflection bonus equal to its Charisma bonus (minimum +1).

Attack: A Suel lich possessing a body has a touch attack that it can use once per round (when not possessing a body, this is an incorporeal touch attack). If the base creature can use weapons, the Suel lich retains this ability. A creature with natural weapons retains those natural weapons. A Suel lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any).

Full Attack: A Suel lich fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A Suel lich without natural weapons has a touch attack that deals 1d8+5 points of damage, half of which is fire and half of which is negative energy. A Suel lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d8+5 points of extra damage (half fire, half negative energy) on one natural weapon attack. The Suel lich's touch attack also causes paralysis (see below).

Special Attacks: A Suel lich retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 Suel lich's HD + Suel lich's Cha modifier unless otherwise noted.

Deadly Fear Aura (Su): Suel liches are shrouded in a dreadful aura of death and evil. Creatures of less than 3 HD in a 60-foot radius that look at the lich must succeed on a Will save or die of fright; those that save are paralyzed for 1d10 minutes. A creature that successfully saves cannot be affected again by the same Suel lich's aura for 24 hours.

Malevolence (Su): Once per round, an incorporeal Suel lich can attempt to possess a living humanoid creature. This ability is similar to a *magic jar* spell (caster level 10th or the Suel lich's Hit Dice, whichever is higher), except that it does not require a receptacle and the creature can inhabit the host indefinitely (but see below). To use this ability, the Suel lich must move into the target's space; moving into the target's space to use this ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + Suel lich's Cha modifier). A creature that successfully saves is immune to that same Suel lich's malevolence for 24 hours. If the save fails, the creature dies, its spirit leaves its body, and the Suel lich's spirit animates the body as per the *magic jar* spell. Creatures slain in this way can only be brought back with a *miracle* or *wish*.

A possessed body ages at three times the normal rate. If the host dies due to age, is reduced to 0 hit

points, or the Suel lich gains a level, the suel lich is forced out of the host (which causes the body to combust) and must possess a new body within 1 hour or be destroyed. Any other circumstances that force the Suel lich out of its host render the host useless and force the Suel lich to seek out a new one.

Paralyzing Touch (Su): Any living creature a Suel lich hits with its touch attack must succeed on a Fortitude save or be paralyzed for 1d10 minutes. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description). The effect cannot be dispelled.

Spells: A Suel lich can cast any spells it could cast while alive. It no longer needs material components for its spells unless they have a gp cost. If the base creature has levels in an arcane class that prepares spells, part of the process for becoming a Suel lich imprints its prepared spells on its mind, allowing it to prepare those spells without a spellbook (similar to the Spell Mastery feat); other spells it learns later must be prepared through the normal methods.

Special Qualities: A Suel lich retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): A Suel lich possessing a body has damage reduction 15/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Su): Liches have immunity to cold, electricity, polymorph, and mind-affecting attacks.

Spell Resistance: A Suel lich has spell resistance equal to 10 + its Hit Dice.

Turn Resistance (Ex): A Suel lich has +4 turn resistance. If turned while possessing a body, it is forced out of its host.

Vulnerability (Ex): A Suel lich in its incorporeal form is vulnerable to *dispel evil;* instead of driving the creature back to its home plane (its native plane is the Material Plane), a Suel lich that fails its spell resistance check and saving throw against the caster's touch attack is immediately destroyed.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +2. Being an incorporeal undead, a lich has no Strength or Constitution score (although when possessing a body it uses the body's Strength score).

Skills: Suel liches have a +8 racial bonus on Listen, Search, and Spot checks. Otherwise same as the base creature.

Organization: Solitary or troupe (1 lich, plus 2–4 vampires and 5–8 vampire spawn).

Challenge Rating: Same as the base creature + 2.

Treasure: Standard coins; double goods; double items.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +5.

MYSTARA

NAGPA

A nagpa is the result of a curse placed on selfish and reclusive mages by powerful immortal beings. The curse makes the victim hideous and disfigured, forcing him into permanent isolation.

A nagpa resembles its previous form except its head is like vulture-like and its body is dry and withered like someone very old. It is surrounded by a strange odor of bird droppings, mustiness, dust, and spoiled alchemical things. Angry and bitter about their curse, nagpa are irritable and hard to talk to. Only a *wish* or *miracle* can remove the nagpa's curse, and many nagpas roam the world searching for such magic or the means to advance their own powers enough to cast it themselves. Most of them carry a *nagpa staff* (see below).

Nagpas are antisocial but not overtly hostile. If forced to fight they prefer long-range spells (either to drive away foes or kill them outright) so they don't need to get near other creatures, entering melee only as a last resort. They cannot reproduce (as they are completely sexless) and do not need to eat or sleep (although they must rest as normal in order to prepare spells, and are not immune to effects that cause sleep). They cannot express emotions such as laughter or sorrow.

Nagpas are so ashamed of their curse that they usually hunt down any creature with knowledge of their race, using their locate creatures ability to track down such offenders. Because of this and their tendency to work alone, only a handful of creatures in the world know the reason for their curse—most merely believing that they are rare animal-headed spellcasters.

A nagpa speaks all languages it knew before its transformation, plus Nag (NAWG), a language consisting of squaws, caws, and shrieks. The language is hard to speak quietly and is harsh on the ears—definitely not something well-suited for whispering or polite conversation.

Sample Nagpa

This vulture-headed creature is dressed in tattered mage's clothes. What you can see of its skin is leathery, dry, and obscenely wrinkled. It smells of age, must, and chemicals, and carries an odd staff made of fused wood and metal.

This example uses a 10th-level human sorcerer as the base creature.

NAGPA **CR 11**

CN Medium Monstrous Humanoid

Init +2; **Senses** Listen +2, Spot +5,

Languages Common, Nag

AC 16, touch 13, flat-footed 14

hp 45 (10d4+20 HD)

SR 16

Fort +7, Ref +5, Will +7

Spd 30 ft.

Melee +1 cold iron quarterstaff +5 melee (1d6)
Base Atk +5; **Grp** +4
Special Atk Combust, spell-like abilities, spells
Sorcerer Spells Known (CL 10th)
5th (3/day)—*wall of stone*
4th (5/day)—*dimension door, phantasmal killer* (DC 18)
3rd (6/day)—*dispel magic, fireball* (DC 17), *fly*
2nd (7/day)—*darkvision, invisibility, rope trick, web* (DC 16)
1st (7/day)—*charm person* (DC 15), *comprehend languages, mage armor, magic missile, unseen servant*
0 (6/day)—*detect magic, disrupt undead, light, mage hand, mending, open/close, ray of frost, read magic, prestidigitation*
Spell-Like Abilities (CL 10th)
3/day—*darkness, disintegrate* (affects objects only) (DC 20), *hold person* (affects lawful creatures only) (DC 17), *silent image*

Abilities Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 18
SQ craft nagpa staff, locate creature, wanderlust
Feats Alertness, Combat Casting, Extend Spell, Great Fortitude, Magical Aptitude
Skills Bluff –4, Concentration +10, Craft (alchemy) +10, Diplomacy –4, Gather Information –4, Intimidate –4, Knowledge (arcana) +11, Listen +2, Spellcraft +18, Spot +5, Use Magic Device +12
Possessions *ring of protection +1, bracers of armor +1, cloak of Charisma +2, nagpa staff*

Creating a Nagpa

"Nagpa" is an acquired template that can be added to any human or half-elf sorcerer or wizard of at least 9th level (referred to hereafter as the base creature). A nagpa uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to monstrous humanoid. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Same as the base creature.

Speed: Same as the base creature.

Armor Class: Natural armor improves by +2.

Attack: A nagpa has a bite attack that is a natural attack. As nagpas hate close combat and prefer spellcasting to melee, nagpas only use this bite attack if unarmed and out of spells.

Full Attack: Even if fighting with a weapon instead of spells, a nagpa normally won't use its bite as a secondary attack.

Damage: A nagpa's bite attack deals 1d6 points of damage.

Special Attacks: A nagpa retains all of the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 nagpa's HD + nagpa's Intelligence or Charisma modifier (if a wizard or sorcerer, respectively). Nagpas also retain their spellcasting abilities.

Combust (Sp): Three times per day, a nagpa can use this ability to cause a creature within 60 feet to burst into flames as if struck with alchemist's fire, including dealing splash damage to adjacent creatures. Unlike mundane alchemist's fire, the target creature takes 2d6 points of damage instead of 1d6 and the flames persist for 2 rounds instead of 1.

NAGPA STAFF

This quarterstaff is a mixture of iron and wood, as if the two substances were twisted together in a liquid form and then hardened. It functions as a *minor ring of spell storing* and a cold iron weapon. In the hands of a nagpa it also has a +1 enhancement bonus.

Faint evocation; CL 5th; Craft Magic Arms and Armor, Craft Staff, *imbue with spell ability*, creator must be at least 3rd level; Price 22,700 gp; Cost 11,700 gp + 440 XP.

Spell-Like Abilities: 3/day—*darkness*, *disintegrate* (affects objects only), *hold person* (affects lawful creatures only), *silent image*. Caster level is equal to the nagpa's sorcerer or wizard level. The save DCs are Charisma-based.

Special Qualities: A nagpa retains all of the special qualities of the base creature and gains those described below.

Craft Nagpa Staff (Su): This allows a nagpa to create a *nagpa staff* (see sidebar) even if it doesn't meet the prerequisites.

Locate Creature (Su): A nagpa automatically knows if any creature within 100 miles is talking about it or any other nagpa, sensing the creature's direction as the *locate creature* spell.

Spell Resistance: A nagpa has spell resistance equal to 6 plus its arcane caster level.

Wanderlust (Ex): A nagpa becomes uncomfortable if it spends more than a week in a particular location, suffering a –1 penalty on attacks, saves, checks, and caster level per week it remains within a 5-square-mile area. This penalty persists until the nagpa is at least 100 miles from the location that caused the penalty. This aspect of the curse means that nagpas must move often or eventually be (temporarily) stripped of their spellcasting ability.

Abilities: Same as the base creature.

Skills: A nagpa has a –8 penalty on Bluff, Diplomacy, Gather Information, and Intimidate checks because of their inability to express emotions and inexperience at dealing with other creatures.

Feats: Same as the base creature.

Environment: Temperate and warm desert and underground.

Organization: Solitary.

Challenge Rating: Same as the base creature.

Treasure: Same as the base creature.

Alignment: Usually chaotic neutral.

Advancement: By character class.

Level Adjustment: +1.

Nagpa Characters

Nagpas loathe spending time with other creatures, for seeing others interact only reminds them of their own failures. A nagpa PC is always a solitary adventurer, only traveling with others under the most extraordinary circumstances.

MYSTARA

PHANATON

Phanaton, 1st-level warrior
Small Humanoid
Hit Dice: 1d8 (4 hp)
Initiative: +5
Speed: 20 ft.
Armor Class: 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12
Base Attack/Grapple: +0/–4
Attack: Bite +2 melee (1d4), or club +2 melee (1d4), or quarterstaff +2 melee (1d4), or net +3 ranged (entangle)
Full Attack: Bite +2 melee (1d4), or club +2 melee (1d4), or quarterstaff +2 melee (1d4), or net +3 ranged (entangle)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Forest awareness, gliding, low-light vision
Saves: Fort +2, Ref +1, Will –1
Abilities: Str 11, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Skills: Climb +5, Hide +5, Jump +0, Listen +1, Move Silently +5*, Spot +2
Feats: Improved Initiative
Environment: Temperate and warm forest
Organization: Patrol (3–18 plus one 2nd-level leader) or clan (30–100 plus one 2nd-level leader for every 10, one 3rd-level leader for every 30, and one 8th-level king if the clan numbers 200 or more, plus 25% noncombatants)
Challenge Rating: 1/2
Treasure: 50% coins, 50% goods, 50% items
Alignment: Usually chaotic good
Advancement: By character class
Level Adjustment: +0

This halfling-sized creature looks like a cross between a raccoon and a monkey. Its fur is gray-brown, with a masklike darker patch over the eyes and dark rings on its long, prehensile tail. Membranes of skin stretch from its arms to its legs.

Phanatons are reclusive and gentle creatures, preferring to be left alone in their forest homes, although they have been known to harry and attack creatures that endanger their homes. They get along with dryads, treants, and elves (especially wood elves), and their only natural enemies are aranea. Phanatons have monkeylike hands with opposable thumbs. Their feet are flexible but not able to handle objects like true hands can. They have prehensile tails which they use to help climb and jump.

Phanatons are omnivores, preferring plant matter but eating meat from time to time; they especially like the taste of spiders. They speak their own language, Phanaton (composed of hoots, chatters, and clicks), and Elven, and most have a passable knowledge Sylvan.

Most phanatons encountered away from their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Because they rarely own metal items, phanatons normally use plant-based weapons they can make themselves, such as clubs, quarterstaves, and nets. Given their elevated homes and their natural quietness,

they prefer to ambush enemies from above, using hit-and-run tactics, and melting back into the foliage after a few attacks.

Forest Awareness (Ex): Phanatons have an empathic awareness in forests, which gives them a +1 racial bonus on all saving throws in forest locations.

Gliding (Ex): A phanaton can use its wings to glide, negating damage from a fall of any height and allowing 20 feet of forward travel for every 5 feet of descent. Phanatons glide at a speed of 20 feet (average maneuverability). Even if a phanaton's maneuverability improves, it can't hover while gliding. A phanaton can't glide while carrying a medium or heavy load. If a phanaton becomes unconscious or helpless while in midair it cannot keep itself aloft and falls.

Skills: *Phanatons have a +4 racial bonus on Move Silently checks. This bonus increases to +8 in forested areas. They have a +2 racial bonus on Climb, Jump, Listen, and Spot checks.

Phanaton Society

Phanaton villages are built on wooden platforms high up in trees. Rope bridges connect the platforms together, and the phanatons tie vines and ropes around the trunks to facilitate climbing between platforms; their gliding ability allows them to easily drop to lower platforms.

Phanatons enjoy tending the forest around their home, clearing away dead plant matter to protect areas from fire, cultivating their favorite plants, and repairing damage to old trees. They rarely use metal items, lacking the skills and materials to smelt iron and not wanting to endanger their treetop homes with open flame. They respond to logging incursions by sabotaging equipment and playing harmless but annoying tricks on woodcutters.

Their society is somewhat patriarchal; their kings and war leaders are traditionally males. Females are normally responsible for tending the young and gathering food, but some females become warriors or leaders and some males choose to take child-rearing duties.

Phanatons worship nature rather than any particular deity, although those with close ties to elven communities sometimes pay homage to the elven pantheon in their devotions.

Phanatons as Characters

Phanaton leaders tend to be rogues or fighter/rogues. Phanaton clerics are rare and worship the greater concept of nature. A phanaton cleric has access to two of the following domains: Air, Animal, Earth, or Plant. Most phanaton spellcasters are adepts or druids. Phanaton adepts favor spells that conceal and heal.

Phanatons possess the following racial traits.

— –2 Strength, +2 Dexterity, –2 Constitution.

— Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

— A phanaton's base speed is 20 feet.

— Low-light vision.

— Natural Weapon: Bite (1d4).

— Special Qualities (see above): Forest awareness, gliding.

— +4 racial bonus on Move Silently checks (+8 in forest areas), +2 racial bonus on Climb, Jump, Listen, and Spot checks.

— Automatic Languages: Phanaton, Elven. Bonus Languages: Sylvan, Goblin.

— Favored Class: Rogue.

The phanaton warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

GREYHAWK ADVENTURES

XVART

Xvart, 1st-level Warrior
Small Humanoid
Hit Dice: 1d8+4 (8 hp)
Initiative: +1
Speed: 30 ft.
Armor Class: 13 (+1 size, +1 Dex, +1 small wooden shield), touch 12, flat-footed 12
Base Attack/Grapple: +1/–3
Attack: Short sword +2 melee (1d4/19–20), or dagger +2 melee (1d3/19–20), or net +3 ranged (entangle)
Full Attack: Short sword +2 melee (1d4/19–20), or dagger +2 melee (1d3/19–20), or net +3 ranged (entangle)
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision, speak with animals
Saves: Fort +3, Ref +1, Will –1
Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Skills: Hide +8, Move Silently +6, Spot +1
Feats: Toughness
Environment: Any forest and underground.
Organization: Gang (4–9), band (10–100, plus 1 leader of 4th to 6th level and 1 3rd-level net-using sergeant per 20 adults), or tribe (40–400, plus 1 leader of 6th to 8th level, 1–2 lieutenants of 4th to 5th level, 1–4 clerics of 1st to 5th level, 1 3rd-level net-using sergeant per 20 adults, and 3–30 giant rat guards)
Challenge Rating: 1/3
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +0

This short large-headed humanoid is mostly bald, with bright blue skin and vivid orange eyes.

Xvarts are small humanoids living primarily in the Bandit Kingdoms, former lands of the Horned Society, the Bone March, the Pomarj, near Verbobonc, and the Vesve Forest. Although xvarts have a primitive society compared to humans, it serves them well and allows them to support large tribes on limited resources. As a whole they are not a threat to civilization, as they fear humans and prefer to occasionally take out their aggression on kobolds. Goblins often use xvarts as spies for warbands, and xvarts often act as mediaries between goblins and kobolds. Although they are goblin-sized and have other traits in common with goblins, xvarts are not goblinoids.

Xvarts have bright blue skin and vivid orange eyes. Tolerant of most weather extremes, they dress in little more than loose cloth doublets. Xvarts of both sexes are mostly bald, having only a fringe of wiry black hair on the back and sides of the head that connects with their eyebrows and possess large ears. Xvarts claws look impressive but are insufficient for combat, and their teeth are barely larger than those of a human child.

Xvarts speak Goblin; those with Intelligence scores of 12 or above also speak Draconic.

Most xvarts encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Xvarts prefer to ambush and overwhelm their opponents, resorting to

superior numbers instead of fairness. Although they fear humans and only attack them if they have a tremendous edge in numbers, xvarts hate halflings and almost always attack them, even if their numbers are equal.

Xvart officers sometimes have better armor (preferring chain shirts to anything more cumbersome). Sergeants are trained in the use of nets, and other officers learn to use nets or Two-Weapon Fighting with a dagger or another short sword. Hunting parties use scouts to drive prey toward a readied net, and ambushes usually involve at least one net and enough xvarts to pile upon every person in a group.

***Speak With Animals* (Sp):** Once per day a xvart can use this ability to communicate with bats or rats (including dire forms of these creatures) for 1 minute as if using the *speak with animals* spell.

Skills: Xvarts have a +2 racial bonus on Move Silently checks.

Challenge Rating: Xvart's with levels in NPC classes have a CR equal to their character level –2.

Xvart Society

Xvarts are tribal. Their leaders are generally the strongest and most clever creatures in the tribe. They live in a communal existence, with hunting parties leaving the lair daily to bring back food for the entire tribe. If hunting is poor, they sometimes resort to stealing livestock or crops from farms. They war with enemy humanoids for territory but never with their own kind, preferring to move or eliminate a common foe when the population grows too large. Xvarts rarely raid unless a powerful leader has driven them to a cause, such as avenging many deaths by adventurers or the encroachment of humans. When they take prisoners, it is only for torture and ransom, as the xvarts have little need for laborers.

These creatures live in caves underground or in deep and remote portions of forests. Their camps are well-patrolled by xvarts, bats, and rats, and are kept reasonably clean, particularly when compared to goblins. Often, a tribe is allied with one or more wererats, with the tribe providing shelter in emergencies and the wererats ferrying ransom notes. Xvarts with lycanthropy are greatly respected by their peers. Other tribes form close alliances with goblins, although these pairings never involve worg mounts as the canines tend to eat the xvarts' rat guardians.

Xvarts worship the god Raxivort, who teaches that xvarts will eventually come to dominate and rule all of the small creatures of the world, aided by rat and bat allies and using the tools of fire and the sword as their means to this goal.

Xvarts As Characters

Xvart leaders tend to be fighters or fighter/clerics. Xvart clerics can choose two of the following domains: Animal, Chaos, Evil, and Trickery. Xvart clerics prefer spells that summon rats and bats or create fire. Most xvart spellcasters are adepts and prefer bat or rat familiars.

Xvart characters possess the following racial traits.

— –2 Strength, +2 Dexterity, –2 Charisma.

— Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

—A xvart's base land speed is 30 feet.

—Darkvision out to 60 feet.

— Special Qualities (see above): *Speak with animals.*

— +2 racial bonus on Move Silently checks.

—Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.

—Favored Class: Fighter.

The xvart warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

The Order of the Stick

by Rich Burlew

Hey Vaarsuvius, can you cast Identify on this sword I found in the treasure? I think it might be magic.
Not at this juncture.
Oh.
Can you identify it now?
No.
Now?
No!
How about now?
The answer is still "no"! I am already attempting to identify these 2 potions, and the incantation is particularly difficult, requiring a full hour—each—to cast! So leave me be, and I shall identify your blasted sword when I am good and ready!
Well, it looks like we won't know if you're magic or not until later. Sorry.
Hey, no problem. It's all good.
I've got an idea: While we wait, let's kill KILL, KILL!!

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by Cam Banks • illustrated by Peter Bergting

"...when three moons rose from the lap of the forest, dragons, terrible and great, made war on this world of Krynn."
—The Canticle of the Dragon

THE ECOLOGY OF THE DRACONIAN

Charging through the acrid smoke of the battlefield, wings flapping, swords drawn, a company of draconian shock troopers terrifies even the most hardened knight. Nobody could have imagined such creatures before the War of the Lance. Since then, draconians have left an indelible impression, one colored by rumor, supposition, and fear.

HISTORY OF THE DRACONIAN

Legends say that in the ancient days of Krynn, Paladine, the noble ruler of the gods, and Takhisis, the Queen of Darkness, bent their divine wills upon the elements and created the first dragons from base metals. Dragons of tin, lead, nickel, zinc, and iron, these creatures were the blessed of the gods. Covetous Takhisis, however, wanted the dragons as her own and, whispering corruption into their ears, they became tarnished and wicked. Sorrowful, Paladine sought to create five more dragons, this time from precious metals, and set them in opposition to their now chromatic cousins. Thus the gods set the stage for the world of Krynn, home of the DRAGONLANCE campaign setting, and the many wars that would play out upon it.

Takhisis repeatedly attempted to conquer Krynn, her cause championed by ogres, lizardfolk, evil humans, and goblins. Each time, knights, elves, and Paladine's dragons defeated her. Bitter at the failure of her armies, Takhisis plotted revenge after revenge, finally striking upon an answer. She needed a new race of warriors and servants, loyal to her alone, a living symbol of her hatred for the dragons of light.

She gave Harkiel, a sly and crafty female red dragon, the task of secretly flying to the Dragon Isles. There the good dragons had spent the last thousand years apart from the mortals of Krynn. From them Harkiel stole their precious eggs, leaving behind her Dark Queen's threat: stay out of the coming conflict or the eggs would be destroyed. Thus, the good dragons remained in exile, watching helplessly as the powers of evil began to work in secret, readying their armies for war.

Takhisis had no intention of keeping the eggs safe. Indeed, they offered the key to her revenge. She imparted upon Dracart, a wizard of the infamous black robes, and Wyrllish, one of her dark clerics, the instructions for a vile ritual. Together with Harkiel, these depraved individuals corrupted the good dragons' eggs with dark magic, blasphemous invocations, and dragon ichor, deep within the dungeons beneath the city of Sanction. When these eggs hatched, an entirely new race spilled forth from the defiled shells—draconians.

The forces of the Queen of Darkness made quick use of this new secret weapon. Growing rapidly, the draconians matured, trained, and formed a powerful appendage of the rising dragonarmies, swiftly convincing Ariakas, Takhisis's chief Highlord, of their effectiveness. As the War of the Lance unfolded, refugees spread word of monstrous dragon-men, but the world had not seen dragons in more than a thousand years and the general populace largely considered these reports the ravings of madmen—at least, until the abominations took to the fields of war en masse.

After months of battle, the beleaguered forces of good discovered the secret behind draconian creation, a revelation that proved a turning point in the war. Gilthanas, an elven prince of the Qualinesti, and D'Argent, a silver dragon who had defied her oath of non-intervention, infiltrated the tunnels underneath Sanction and learned the truth. The heroes defeated Dracart, Wyrllish, and Harkiel, and brought draconian creation to a standstill. D'Argent and Gilthanas returned the uncorrupted dragon eggs to the Dragon Isles, freeing the dragons of light from their oath. The good dragons released their fury by striking back at evil dragons, avenging their murdered young and allowing the allied goodly races to resist the dragonarmies.

KNOWLEDGE OF THE DRACONIAN

The following table shows the results of a bardic knowledge or Knowledge (arcana) check related to draconians. This table assumes that a game takes place after the defeat of Dracart, Wyrllish, and Harkiel. Prior to this event most of the information about draconian creation remains unknown.

Knowledge (arcana)

DC	Result
10	Draconians are brutal dragon-men. They have wings and scales and walk on two legs. Less savage than orcs or goblins, they wear armor and use weapons like trained warriors.
15	There are different breeds of draconian, and they all die in different, dangerous fashions. Some turn to stone, some to acid, and some explode.
20	The five types of draconian are aurak, baaz, bozak, kapak, and sivak. Bozaks and auraks cast spells, while sivaks can change shape and take the form of people they kill. The presence of evil dragons boosts the confidence of draconians.
25	Each of the five breeds of draconian is linked to one of the five good dragons. Despite being creations of dark magic, not all draconians are unable to overcome their evil tendencies.
30	A vile corruption ritual creates the draconians and involves the eggs of good dragons. An evil wizard, a dark cleric, and an evil dragon are required to perform this ritual.

Defeated, scattered to the four corners of Ansalon, and deprived of many of their highest-ranking leaders, the dragonarmies continued to lash out for years after the War. The draconians, trained for nothing but battle and terror, remained a dangerous and capable enemy even in a time of peace. Eventually, though, factionalism and rivalry erupted among draconian units and breeds. Lacking the cohesion of the dragonarmies, the draconian race split apart into like-minded groups, each seeking its own fate.

Yet the real question arose: could a race of warlike, unstable, and cruel creatures ever hope to regain some of the noble potential of their draconic sires? Would they simply go violently into history's night, a footnote of corruption doomed to extinction?

PHYSIOLOGY OF THE DRACONIANS

As scaly bipedal creatures with claws, snouts, and tails, draconians superficially resemble lizardfolk or troglodytes. In truth, they bear a closer relation to their draconic progenitors than to humans or reptiles. This becomes more obvious when examined internally, for a draconian is a dragon forced into humanoid form. Most possess wings like dragons, share the same ocular structure that gives dragons their exceptional eyesight and darkvision, and rely upon the same heightened auditory and olfactory senses. Draconians even possess many draconic glandular systems such as the *draconis fundamentum*, a gland attached to the heart and central nervous system that regulates and charges the draconian's body with the elemental power inherited from its dragon "parent." As a result, draconians are immune to almost all pathogens and can survive for long periods with very little food or water.

The draconian creation process, however, sabotages this otherwise delicately balanced internal physiology. When a draconian meets its end through violent means, magical forces erupt within the draconian and cause the *draconis fundamentum* to essentially overload. Sages know this phenomenon as a draconian's death throes, which presents a particular danger for any opponent who slays a draconian enemy. The specific nature of these death throes, and other distinguishing

THE DRACONIAN CREATION RITUAL

By all accounts, Takhisis only entrusted the secret of creating draconians to Dracart, Wyrllish, and Harkiel. Historians report even earlier experiments, however, and almost all of them failures. The true ritual involves vile incantations and prayers to Takhisis, chanted in unison by a dark priest and an evil wizard, preparing the egg of a good dragon placed upon an altar consecrated to the Dark Queen. At the climax of the ritual, the saliva of an evil dragon provides the final essence of corruption, harkening back to Takhisis's defiling of the first five dragons. The number of draconians produced always depends on the type of dragon. Brass eggs produce as many as twenty baaz, while a gold egg yields only one or two auraks.

characteristics, vary from one breed to the next.

Although only one race, there exist five different breeds of draconian, one spawned from each type of metallic dragon.

Baaz: Baaz draconians are the shortest and most capable of passing as other humanoids—with a little help from cloaks and masks. Their scales are brass colored, acquiring a greenish-brown patina as the draconian ages. Baaz frequently display ramlike horns or thick curving plates around their skulls, reminiscent of the brass dragons they're spawned from. Their features are considerably less reptilian in appearance than other draconians, with blunt snouts and thin lips, but undisguised they are never mistaken for humans. When a baaz draconian dies, the *draconis fundamentum* causes widespread calcification, possibly related to the brass dragon's stasis-inducing breath weapon. The outward result is that the baaz becomes a stonelike statue that crumbles to dust minutes later.

Kapak: Slightly taller and sleeker than baaz draconians, kapaks have longer snouts and snaggle-toothed jaws. Their whiskers, a mane of thin, dark hair, and softly padded feet give them an almost catlike appearance, but the coppery-brown scales and wings indicate otherwise. Kapaks possess a set of two glands underneath their tongues, which constantly produce venomous saliva. This, together with the acidic quality of the *draconis fundamentum*, betrays their copper dragon progenitor. When a kapak dies, this caustic fluid reduces the kapak's body to a hazardous pool of acid.

Bozak: Bozak draconians boast broader, more prominent wings and smoother scaled hides than baaz or kapaks. Their bronze scales grow darker as bozaks age, while their claws, teeth, and eyes grow lighter. Along with this coloring, a bozak's flesh and blood are charged with seemingly uncontrolled magical currents. This resonance allows a bozak to more easily align itself with the ambient magic of Krynn, granting it a natural affinity for sorcery. Unfortunately, it also means that when a bozak dies, the draconian's soft tissue, skin, organs, and scales rapidly shrivel as if unable to withstand the unfettered power, causing the bones to explode outward with considerable force.

Sivak: The broad-shouldered sivak draconians easily top 8 feet in height, making them the tallest of the draconians. Their fully-functional wings, unlike those of the other breeds, permit them the ability to fly as well as glide. Underneath their silver scales sivaks are muscular and powerful, and the transformative magic of their silver dragon progenitors allows them to easily take the physical forms of opponents they slay—often to the horror of those who witness such transformations. Such illusions also take on a morbid cast when sivaks die, as they take on the appearances of whatever beings killed them. These deceptions, however, reveal themselves three days after sivaks die, as their bodies collapse into piles of ashes.

Aurak: Aurak draconians are uniquely wingless and comparatively weaker than the other breeds. As tall as a bozak, the slender, gold-scaled auraks possess many of the same cosmetic features of gold dragons: catfish-like frills and whiskers around the jaw, elongated fangs, and sweeping spiked horns and spines. Arcane magic comes naturally to auraks, even more than with bozaks, as their *draconis fundamentum* acts as a volatile furnace of sorcerous power. By tapping into this reservoir of magical energy, auraks

SAMPLE DRACONIAN WARBAND

The following represents a typical elite draconian warband attached to the Green Dragonarmy, operating out of the desert region of Khur. The Green Dragon Highlord, Salah-Khan, favors kapaks and bozaks, assigning skilled bozak leaders to units of kapak skirmishers and archers. Sakiel's company consists of two strike teams, two groups of archers, and a command retinue.

Sakiel's Company

A relatively small company numbering only thirty-three bozak and kapak draconians, Sakiel's Company excels in swift ambushes and hunting down small bands of enemies.

Command Retinue (EL 11): Sakiel's Company maintains a tightly focused core command of three bozaks, including Sakiel himself (LE bozak fighter 3/sorcerer 2, CR 9, uses a *+1 seeking longbow*). Sakiel's lieutenants Dengath and Torrek (both LE bozak fighter 2, CR 7) each lead a strike team. Sakiel, a deadly marksman in his own right, often commands the archers directly.

Strike Team (EL 13): Kapaks, equiped with scimitars and studded leather armor, make up each strike team. Both teams consist of ten kapak skirmishers (LE kapak rogue 1/fighter 1, CR 6). The EL of a strike team increases to 14 if Dengath or Torrek commands it.

Archers (EL 10): The archer units use shortbows of masterwork quality. Each squad of archers is made up of five kapak archers (LE kapak fighter 1, CR 5). The EL of a band of archers increases to 11 if Sakiel leads it.

Tactics: Sakiel's Company favors missions in rocky badlands, where they can make use of advantages like cover and height. Sakiel arranges his archer units in positions that allow them to cover the advance of the strike teams who then spread out in skirmish formation. One team then tightens up to lead the assault against the opposing forces, engaging once before dispersing. The second team repeats the attack and alternates with the first team while the bozaks cast spells to confuse and hamper the enemy.

ADVANCED DRACONIAN

While most draconians advance as fighters, auraks and bozaks often take levels of sorcerer, and kapaks are likely to take levels of rogue. This example baaz draconian is an elite soldier in Dragon Highlord Ariakas's Red Dragonarmy.

SHOCK TROOPER KURZ **CR 6**

Male baaz draconian fighter 4
NE Medium dragon
DRAGONLANCE Campaign Setting 217
Init –1; **Senses** darkvision 120 ft., low-light vision, scent; Listen +2, Spot +3
Languages Common

AC 19, touch 9, flat-footed 19
hp 53 (6 HD)
SR 12
Immune disease, paralysis, sleep
Fort +11, **Ref** +4, **Will** +5

Spd 20 ft. (4 squares)
Melee *+1 scimitar* +10 (1d6+4/18–20) and bite +4 (1d4+1)
Base Atk +6; **Grp** +9

Abilities Str 16, Dex 8, Con 16, Int 8, Wis 11, Cha 12
SQ death throes, glide, inspired by dragons, low metabolism
Feats Die Hard, Endurance, Improved Bull Rush, Power Attack, Run
Skills Bluff +3, Intimidate +3, Listen +2, Spot +3
Possessions *+1 scale mail, +1 light steel shield, +1 scimitar, cloak of resistance +1*

Death Throes (Su): Kurz's body turns to stone the moment he dies. If killed by a slashing or piecing weapon, the wielder must make a DC 16 Reflex save or have the weapon trapped. The statue crumbles to dust after 1d4 minutes, releasing trapped weapons. Items carried by Kurz or trapped within his body are not petrified.

Glide (Ex): Kurz can use his wings to negate falling damage. While gliding, he may travel horizontally up to four times the vertical distance descended.

Inspired by Dragon (Ex): Kurz receives a +1 bonus on attacks and saving throws when within sight of an evil dragon.

Low Metabolism (Ex): Kurz can survive on one-tenth the food and water it takes to sustain a human.

direct rays of pure force, transform or alter their physical form, and even slip through extradimensional pockets. Auraks can also release a noxious cloud of gas that atrophies muscle mass and blinds those caught within it. When slain, an aurak combusts, overloading the energy reservoirs stored within its body and causing it to explode in a fiery blast.

PSYCHOLOGY AND SOCIETY OF THE DRACONIAN

As a created race, draconians respond to the social behavior instilled in them as they mature. The Dark Queen's armies intended to use them as soldiers and strict disciplinary methods employed by their superiors ensured that the dragon-men served loyally and efficiently. Before reaching full-size, leaders assign each draconian to a training group, where it remains until mature. A draconian first sees a member of another breed only when ready to go to war. Their wartime roles therefore dictate the structure of their society.

Ironically, their progenitor dragons bequeathed their strongest and most prevalent social traits to the draconians, albeit twisted by the corruption ritual and its lingering instability. This dark mirror of the souls and personalities of the good-aligned dragons color much of what the draconian experiences and, despite the rigorous social conditioning of their dragonarmy masters, each breed naturally manifests distinct stereotypes.

Baaz and Kapak: Cruelty and cunning are common traits in both of these breeds. Baaz tend to be clannish and subject to forming brute

squads, a twist on the brass dragon's social tendencies, while kapaks more commonly embody malicious or devious behavior, a perversion of the copper dragon's trickster nature. Neither breed produces above-average leaders, so the dragonarmies typically assign command of a baaz or kapak unit to either a non-draconian or a draconian of a different breed. Attitude with regard to structure and rank provides the key difference between the two: the self-serving baaz find strength more impressive than titles, whereas kapaks like to follow orders and rely on the tactics of their assigned superiors.

Bozak: Bozaks make exceptional sergeants, lieutenants, and political officers. Their training includes a significant amount of spiritual education, and most bozaks learn from their educators that their innate spellcasting powers come from devotion to Takhisis. Combined with a love of psychological warfare inherited from their bronze dragon parentage, bozaks exhibit a sense of earned authority over the lesser draconians. Many feel their gifts bring with them a tremendous responsibility and their role is one of faith as well as leadership.

Sivak: Like bozaks, these draconians make effective leaders and commanders. They are fewer in number than all but the aurak draconians, and this makes them a precious commodity in the eyes of the Dragon Highlords. Sivaks train intensively and undergo rigorous conditioning. When twisted into a sivak, a silver dragon's deep affection for mortals becomes an obsession with espionage and covert activity, sometimes leading them to assassinate and impersonate the enemy. Most sivaks know that their assignments demand restraint and prudent action, and act accordingly.

Auraks: The least common of the draconian breeds, auraks are also the most independent. Few in number, immature auraks grow up in small, focused training groups of three or four individuals. Intelligent and insightful, an aurak quickly learns that it occupies the top rung of draconian society. Each develops a feeling of superiority and privilege, a twisted remnant of the gold dragon's nobility and sense of purpose. Auraks thus master strategy, manipulation, and politics, never happy unless they are controlling something or someone.

While many of the draconians who survived the War of the Lance struggled with both their innate natures and the cruelty ingrained within them, their place in Krynn remains in question. Dark powers seek to control draconian hearts and many of even the most forgiving races refuse to forget the atrocities committed by draconians during the War of the Lance. Thus, the future of the draconian race seems to be one doomed to hatred, strife, and the purpose they were created for—war.

FULL FRONTAL NERDITY by Aaron Williams

AH, SNOW.
I'VE BEEN SEEING THIS STUFF SINCE OCTOBER.
IT MAKES YOU THINK ABOUT THE HOLIDAY SEASON, DOESN'T IT?
YEAH... CHRISTMAS CAROLS.
NEW YEAR'S EVE.
HOT APPLE CIDER.
ONE-HALF MOVEMENT PENALTY.
WHAT?

http://archive.gamespy.com/comics/nodwick/ffn/ffn.htm

ON THE TWELFTH DAY OF CHRISTMAS, MY TRUE LOVE SENT TO ME TWELVE GAMERS LEVELING, ELEVEN WAREZ DOWNLOADING, TEN CRITS A-CLEAVING...
NINE MOVIES SUCKING, EIGHT DORKS A-FILKING, SEVEN WANDS A-CASTING, SIX GOTHS A-LARPING...
FIVE RINGS TO RULE THEM ALL!
FOUR PIZZA PIES, THREE DICE BAGS, TWO GAMING CONS...
AND A CARTRIDGE FOR MY OLD ATARI!

AGE OF WORMS

by Jason Bulmahn • Illustrated by Eva Widermann

Wormfood

Surviving the Age of Worms Adventure Path

Fountains of Fortune's Folly

While the pages of *Dungeon* magazine present everything a DM needs to run the Age of Worms Adventure Path, every month *Dragon* gives the players of that—or any other campaign—tools to enhance their gaming experience.

One of the archmage Manzorian's curios, located deep within the bowels of his citadel, is the *fountain of fortune's folly*, a powerful relic originally crafted to bestow a boon on those who drank from its blessed waters. Over the years, the fountain's magic has faltered and the tampering of greedy spellcasters has left it unreliable and in some cases dangerous. Manzorian found it on one of his many adventures and brought it to his citadel for further study. Although he has been unable to restore the fountain to its original purpose, he still thinks of it as a powerful boon and is more than willing to share it with other adventurers.

Framed by stained and cracked marble, the round pool of cool, clean water is broken only by a twisting marble column in its center. Although it must have once been noble and pure, the fountain is now strangely ominous. Small symbols of occluded intent are scratched into its surface and some of the stains look mysteriously like blood. Sitting at the base of the fountain is a pair of cups. One is elegantly carved ivory while the other is crudely forged iron with spots of rust. Those who drink from the fountain have a choice of which cup to use. Drinking from the fountain without using one of the cups has no unusual effect.

Anyone who drinks from the fountain using one of the cups gains both a fortune and a folly. The choice of cups determines which is random and which the drinker chooses. If the drinker uses the ivory cup, he chooses his fortune and rolls randomly for his folly. If the drinker uses the iron cup, he chooses his folly and rolls randomly for his fortune. The DM might have an alternative system from the one presented here, so make sure to check before planning your future. Both the fortunes and the follies are permanent effects, although some can be remedied. A character cannot ever gain more than a single fortune, so drinking from the fountain more than once results in multiple follies, but not multiple fortunes.

Manzorian explains all of this to any who might—in hopes of netting a great fortune—wish to drink from the fountain.

Fortune Results

Drinking from the ivory cup allows the drinker to choose his fortune, while drinking from the iron cup results in a random fortune. Roll d% for a random fortune. The Luck domain ability and other effects that modify rolls cannot be used to adjust a roll on this table.

Result	Fortune
01–05	Enhanced Vigor: Gain 3 hp permanently.
06–10	Sharpened Senses: Gain a +1 competence bonus on Listen and Spot checks.
11–15	Deep Understanding: Gain a +2 competence bonus on a Knowledge skill of your choice.
16–20	Athletic Skill: Gain a +2 competence bonus on a Strength-based skill of your choice.

21–25	Nimble Moves: Gain a +2 competence bonus on a Dexterity-based skill of your choice.
26–30	Smooth Talker: Gain a +2 competence bonus on a Charisma-based skill of your choice.
31–35	Discovered Skill: Gain 2 ranks in a class skill that you have the fewest ranks in (if there is a tie, you may chose the skill to apply these bonus ranks to).
36–40	Lesser Gift: Gain 1d4 random minor potions and 1 random minor scroll.
41–45	Improved Fortitude: Gain a +1 luck bonus on Fortitude saves.
46–50	Improved Reflexes: Gain a +1 luck bonus on Reflex saves.
51–55	Improved Will: Gain a +1 luck bonus on Will saves.
56–59	Quick Feet: Gain a +2 insight bonus on initiative checks.
60–63	Ability Boost: Gain a +1 inherent bonus to an ability score of your choice.
64–67	Moderate Gift: Gain a random minor magic item (*Dungeon Master's Guide* table 7–1). Reroll any potion or scroll results.
68–71	Small Riches: Gain a random gemstone (*Dungeon Master's Guide* table 3–6) and 1d6 × 10 gp.
72–75	Weapon Talent: Gain proficiency with a martial or exotic weapon of your choice.
76–78	Undeveloped Ability: Gain a +2 inherent bonus to a random ability score.
79–81	Divine Boon: You can cast a 1st-level divine spell once per day. Once chosen, the spell cannot be changed. Your caster level equals your character level (save DC = 11 + Cha bonus).
82–84	Arcane Boon: You can cast a 1st-level arcane spell once per day. Once chosen, the spell cannot be changed. Your caster level equals your character level (save DC = 11 + Cha bonus).
85–87	Life Anchor: The next time you are reduced to –10 hit points or less, you are instead reduced to –9 hit points and are automatically stabilized. This fortune functions only once.
88–90	Greater Gift: Gain a random medium magic item.
91–93	Major Riches: Gain 1d6 random gemstones (*Dungeon Master's Guide* table 3–6) and 1d10 × 10 pp.
94–96	Reflection: Gain 200 XP per character level.
97–99	Boon of Luck: You may avoid any situation or negative occurance,

even one that has just occured. This fortune functions only once and does not help those around you.

100 Patron: A powerful outsider takes notice of you and might help you in a time of need. The nature of this outsider is up the DM. This fortune functions only once and cannot be chosen by the drinker (it must be randomly rolled).

FOLLY RESULTS

Drinking from the iron cup allows the drinker to choose his folly, while drinking from the ivory cup results in a random folly. Roll d% for a random folly. The Luck domain ability and other effects that modify rolls cannot be used to adjust a roll on this table.

Result	Folly
01–05	Ailment: Lose 3 hp permanently.
06–10	Dulled Sight: Take a –2 penalty on Spot checks.
11–15	Poor Hearing: Take a –2 penalty on Listen checks.
16–20	Weakling: Take a –1 penalty on all Strength-based skill checks.
21–25	Clumsy: Take a –1 penalty on all Dexterity-based skill checks.
26–30	Rude: Take a –1 penalty on all Charisma-based skill checks.
31–35	Lost Focus: Take a –2 penalty on the skill you possess with the most ranks. Roll randomly if there is a tie. Once set, this penalty does not change.
36–40	Potion Resistance: Gain SR 10 against potions you consume.
41–45	Poor Fortitude: Take a –1 penalty on Fortitude saves.
46–50	Sluggish Reflexes: Take a –1 penalty on Reflex saves.
51–55	Weak Will: Take a –1 penalty on Will saves.
56–59	Slow to React: Take a –2 penalty on initiative checks.
60–63	Ability Weakening: One of your ability scores, determined randomly, is permanently reduced by 1.
64–67	Lesser Curse: Your most expensive magic item gains a permanent drawback, see page 273 of the *Dungeon Master's Guide*. This drawback is randomly determined. Removing all of your magic items before drinking from the fountain does not avoid this effect.
68–71	Lost Wealth: Lose 2d6 × 1,000 gp. This loss comes first from coins and gems, followed by magic times of your choice. Removing such items before drinking from the fountain does not avoid this effect.
72–75	Withering: Your offhand becomes withered and useless. A *regenerate* repairs this damage for 2d6 hours after which time the withering returns.
76–78	Ability Drain: One ability score of your choice is permanently reduced by 2.
79–81	Divine Curse: You do not heal naturally and any attempt to magically heal you must first succeed at a DC 15 caster level check.
82–84	Arcane Curse: Whenever you take damage from a spell or spell-like ability you are also dazed for 1 round if you fail your save. Spells and spell-like abilities that do not give a save do not cause you to be dazed.
85–87	Grave Touch: When below 0 hit points, you lose 2 hit points per round and cannot stabilize without assistance.
88–90	Moral Shift: Your alignment changes to its opposite. Chaotic becomes lawful, good becomes evil and vice versa. Only neutral remains unchanged. You cannot chose this folly if you are neutral in either alignment component.
91–93	Magical Drain: Chose two magic items you possess. All other magic items you own are permanently rendered non-magical. Removing such items before drinking from the fountain does not avoid this effect. This does not affect artifacts.
94–96	Forgotten Lessons: Lose 200 XP per character level.
97–99	Unlucky: Once per day you must roll twice for any d20 roll, taking the worse result. The DM decides when this occurs and must decide before you roll.
100	Enmity: You have offended a powerful outsider who might try to destroy you in the future. The nature of this outsider is up the DM. This folly functions only once and cannot be chosen by the drinker (it must be randomly rolled).

FOR THE DM

The *fountain of fortune's folly* can easily be placed in any campaign or setting. Powerful artifacts such as this are rare but frequently find their way into the hands or paths of adventurers. When placing the fountain, be sure to locate it in a dangerous site not easily reached. This is important to explain why it has not become a frequent stop for all adventurers. Since it is not portable, multiple trips to it are required if new characters wish to gain its benefits. Of course, villains might make their homes around the fountain to reap the rewards and ambush those foolish enough to seek it out.

You might prefer a different way to determine the fortune and folly bestowed. The simplest method is for the character to roll randomly on both charts (with only one cup available to use). As a twist, the choice of cup used might allow the character to roll twice—or even three times—on one of the charts, taking one of the results, while rolling once on the other chart. Alternatively, the choice of cup used might allow the character to roll once on a chart, taking the result indicated or the result before or after it, while rolling once on the other chart and taking the indicated result. Whatever method you decide, make sure to weigh the powers and penalties the fountain bestows, as they can drastically alter your PCs. The *fountain of fortune's folly* can be a memorable part of a campaign, so long as it does not disrupt your game.

Heinfroth's Manual of Methods

by Phil Greeley • *illustrated by Michael Kaluta*

Letter, Dr. Daclaud Heinfroth to
Dr. Gregorian Illhousen,
Head Physician, Clinic for the Mentally Disturbed

My Dearest Dr. Illhousen,

At your request, I am most fortunate and pleased to share with you some of my more successful methods in treating those desperate charges to whom we both attend. Fortunate, for reasons that will become clear in time to you, and pleased, for these arcane tools have been of great benefit to me in many ways… and of course, to my "wards" as well. I know that, as a colleague, you will more than humor my indulgence of such occult treatments. In truth, I initially persued this path merely to observe the effects of such cabalistic trappings on superstitious minds, but the results of my research have been extraordinary beyond my most hopeful expectations.

To illustrate that impact, I urge you to employ these methods in the treatment of your unfortunate charge, Reymond S., about whom we recently corresponded. (To which I must add: my offer of treatment stands yet, and I shall happily bear the costs of transporting him to the asylum. Keep in mind that strain is sometimes of the utmost benefit in eliciting the desired responses from our charges.) It is my advice that you avail yourself of the mild rebuking incantations I detail here, especially at those times Reymond seems most disruptive. Isolation of the subject is recommended, as are vocal restrictions… unless you find a benefit—as I have—upon your other charges at hearing the subject's strident complaints!

You must forgive my rambling; I become loquacious when faced with the encouraging prospect of another employing some of my personal procedures. I will leave the rest for you to discover and make use of as you see fit. I expect to hear of your wondrous results forthwith!

Yours in Earnest,
Dr. Daclaud Heinfroth

DEPRESSION

Necromancy
Level: Brd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Waves of weakness emanate from you, crippling your enemies both mentally and physically. All opponents within the area must save or become fatigued and take a penalty on their Will saves equal to –1 per 3 caster levels (maximum –5). Fatigue caused by this spell lasts for 1 round per caster level. This spell does not cause creatures that are already fatigued or become fatigued during its duration to become exhausted.

LOBOTOMIZE

Transmutation
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

You cause a creature to forget how to use a specific ability. Upon casting this spell, choose a specific spell level of 4th level or lower, weapon proficiency, or two skills. Any creature you successfully touch with a melee touch attack has some aspect of that trait *lobotomized*.

If you choose to *lobotomize* a spell level the target loses all spell slots or prepared spells of that level. For example, if a sorcerer with four 3rd-level spell slots has his 3rd-level spells *lobotomized*, he loses access to all four slots for the duration of this spell, while a wizard in the same case would be unable to cast any prepared 3rd-level spells. At the end of this spell any *lobotomized* spells or spell slots return.

If you choose a target's proficiency with weapons to be *lobotomized*, the target is treated as being nonproficient with all weapons, taking a –4 penalty on attack rolls it makes with any weapon. A target does not lose its proficiency with natural weapons.

If you choose to *lobotomize* skills, pick two skills. For the duration of this spell the target is treated as if he had 0 ranks in these two skills. If a *lobotomized* skill can be used untrained, the target can still make a skill check and add the bonus from his relevant ability score. If a *lobotomized* skill cannot be used untrained, the target cannot make use of that skill.

Lobotomize in no way informs you of what spells, feats, or skills a target possesses. If you attempt to *lobotomize* a spell level the target does not possess, the spell has no effect. This spell has only partial effect if you try to *lobotomize* a skill the target does not possess, affecting only skills it actually has.

This spell does not affect creatures without minds, such as many constructs, oozes, plants, numerous undead, or similar creatures.

Material Component: A small metal hammer and an iron spike.

NEW SPELLS IN HEINFROTH'S MANUAL OF METHODS

Heinfroth's Manual of Methods is a compilation of notes and case files complied by Dr. Daclaud Heinfroth, head physician of the Asylum for the Mentally Disturbed, detailing his use of arcane methods in treating the insane. Few of these "treatments," however, could even remotely be considered humane or ethical.

The *Manual of Methods* appears as a tattered journal of bleached parchment and handwritten notes collected between two glossy black leather covers. The majority of the observations refer to the results of cruel medical procedures, gory dissections of living brains, and the blatant gas lighting of defenseless patients. The arcane formulae scattered haphazardly throughout seem to be merely secondary instruments of Heinfroth's research. The market value of a copy of this book, based on the spells alone, is 2,500 gp.

In Gothic Earth, the world of MASQUE OF THE RED DEATH, the Asylum for the Mentally Disturbed dominates a lonely hillock north of Boston, Massachusetts. In RAVENLOFT, Heinfroth's asylum is situated on the island of Dominia in the Sea of Sorrows.

Bard Spell

3rd-Level Bard Spell
Depression: Enemies around you become fatigued and take penalties to Will saves.

Druid Spell

7th-Level Druid Spell
Submersion Treatment: A column of water paralyzes and possibly drowns a target.

Sorcerer/Wizard Spells

2nd-Level Sorcerer/Wizard Spell
Shock Treatment: A jolt of electricity damages and potentially stuns an opponent.

3rd-Level Sorcerer/Wizard Spell
Depression: Enemies around you become fatigued and take penalties to Will saves.

5th-Level Sorcerer/Wizard Spells
Lobotomize: You cause a target to forget how to use specific feats, skills, or spells.
Transfusion: You damage one of a target's ability scores to increase your own.

7th-Level Sorcerer/Wizard Spell
Submersion Treatment: A column of water paralyzes and potentially drowns one target.

SHOCK TREATMENT

Evocation [Electricity]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One ray
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You create a short stroke of electricity that arcs from your hand to the target creature. This bolt of electricity deals 1d6 points of electricity damage. In addition, the target must make a Fortitude save or be stunned for 1 round per 3 caster levels (maximum 5 rounds). Creatures with any immunity or resitance to electricity are immune to the stun effect.

SUBMERSION TREATMENT

Evocation
Level: Drd 7, Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: Yes

You create a column of freezing, swirling water that engulfs your target. The subject is paralyzed by the water's powerful grip and takes 1d6 points of cold damage every round. However, the target gains a +6 bonus to AC as the liquid sheath protects it.

While surrounded by water, if the subject is alive and cannot breathe water, it can hold its breath for 2 rounds per point of Constitution but must make a Constitution check (DC+1 per previous success) each round thereafter to continue doing so. Failure on any such check (or voluntary resumption of breathing) causes the subject to fall unconscious (0 hp). On the next round, the subject drops to –1 hit points and is dying; on the third round it suffocates (see Drowning on page 304 of the *Dungeon Master's Guide*).

A character outside the water column may attempt to help the subject of this spell. As a full-round action, a rescuer adjacent to the pillar of liquid may make a Strength check with a DC equal to the spell's initial saving throw to pull the subject free. Doing so ends the spell.

Material Component: A drop of water and a drop of blood.

TRANSFUSION

Necromancy
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: Living creature touched
Duration: Instantaneous and 10 minutes/level; see text
Saving Throw: None
Spell Resistance: No

Through a minute-long ritual, you siphon a specific ability score from a creature. Upon casting this spell on a target, choose one ability score. The target takes a penalty to the chosen ability score equal to 1d6 +1 per 3 caster levels (maximum 1d6+5). The target's affected ability score cannot drop below 1. You then gain a bonus to the chosen ability score equal to half the penalty imposed upon the target (rounded down). Both the penalty and the bonus incurred by this spell last for 1 minute per level.

For example, if a 13th-level wizard used this spell to damage the Intelligence of a krenshar (Intelligence 6) and rolled a 5, the krenshar would take a –9 penalty to its Intelligence (5 + 4 from wizard levels), lowering its Intelligence to 1. The wizard then gains a +2 bonus to his Intelligence, as the krenshar effectively only lost 5 points of Intelligence (halved and rounded down to 2).

If you attempt to use this spell to affect an ability score the target does not have (like trying to drain the Constitution of an undead creature) the target suffers no ill effects, but you still roll to see how much of a penalty it would have taken if it had the ability. Instead of the target taking this penalty, you take 5 points of damage for every point of that penalty.

You must maintain contact with the target for the entire casting time. If you break contact for any reason the spell ends and you gain no benefit. Casting this spell most often requires the target to be unconscious, restrained in some manner, or willing.

Material Component: A syringe.

by Andy Collins • illustrated by Niklas Janssen

OFFICIAL ANSWERS TO YOUR QUESTIONS

This month the Sage ventures into the world of EBERRON to solve some conundrums posed by that campaign setting. Send the Sage your questions at **sageadvice@paizo.com**.

Is a warforged considered to be wearing armor for the purpose of using special abilities, such as a monk's fast movement?

The composite plating of a typical warforged doesn't count as armor. Certain warforged feats, such as Adamantine Body (*EBERRON Campaign Setting*, page 50) specifically state that the character is considered to be wearing armor, and thus would limit use of such abilities.

Can a warforged swim? Should I double its armor check penalty when applying it to Swim checks?

Although slightly denser than most other characters, warforged can swim about as well as any other race. A warforged has a penalty on Swim checks, but this isn't an "armor check penalty" and thus isn't doubled for such checks.

Can a warforged go to any depth underwater?

A warforged has no need to breathe (and can thus survive underwater without drowning). However, warforged are just as vulnerable to the pressure exerted by deep water as any other character. See "Water Dangers" on page 304 of the *DUNGEON MASTER's Guide* for details on this hazard.

How long can a warforged run? How long can it hustle? How long can it make a forced march?

A warforged can't run any longer than a normal character (*Player's Handbook*, page 144).

A warforged suffers all the effects of hustling (*Player's Handbook*, page 164) except for the fatigue (since warforged are by definition immune to fatigue). Unless the warforged has access to healing, eventually it can hustle itself to negative hit points.

The same is true of a warforged making a forced march. While it can't become fatigued, it still suffers the nonlethal damage caused by a failed Constitution check.

Do warforged have a scent?

The rules are silent on whether constructs (and by extension living constructs such as the warforged) interact any differently with the scent special quality than any other creatures (i.e., they have a distinctive smell, just like other creatures). For ease of play, the Sage recommends that warforged be treated as having a scent just like any other creature.

If the Sage were an oenophile, he might describe this scent as woody, with a hint of warm, rain-spattered iron, and a pleasant gravelly finish.

Thankfully, he isn't, so he won't.

Is it possible to salvage any materials from the body of a warforged? What if it has a feat like Adamantine Body?

It has been suggested in other sources that materials stripped from the body of a warforged quickly degrade and become useless. The Sage strongly recommends that the DM adopt this as a house rule, as treating fallen warforged as repositories for special materials is rather distasteful, to say the least.

When attacking a warforged with *shocking grasp*, do you get the +3 bonus on the attack roll for attacking a creature wearing metal armor?

Yes. The full entry reads "...if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like)" (*Player's Handbook*, page 279). That describes a warforged pretty well.

Even a warforged with the Unarmored Body feat (*Races of EBERRON*, page 120) still has some metallic materials within its body.

Does a warforged take the Constitution damage of a wounding weapon every round, even though it doesn't have blood?

Yes. Warforged are not immune to Constitution damage, nor are they immune to critical hits (which,

as the wounding property states, provides immunity to its effect). Even though a warforged isn't a "flesh and blood" creature, its body still shares many of the physical qualities of such creatures. It's not clear, for instance, that the "fibrous bundles" that make up the body of a warforged wouldn't ooze some sort of life-giving fluid when damaged.

A warforged who reaches 2nd level in the warforged juggernaut prestige class is immune to the effect of a wounding weapon, since it is now immune to critical hits.

Is a warforged with the Adamantine Body feat (*Eberron Campaign Setting*, page 50) able to bypass adamantine damage reduction with its natural attacks?

The Adamantine Body feat does not turn the warforged character's slam attacks (or any other natural weapons) into adamantine weapons.

How would the various warforged "Body" feats (such as Adamantine Body) affect a warforged's weight?

These feats (found in the *Eberron Campaign Setting* and in *Races of Eberron*) do not list any effect on a warforged character's weight.

That said, in the "Dragonshards" web column found at **wizards.com**, *Eberron Campaign Setting* coauthor Keith Baker suggested some (optional) weight variants for such characters. DMs interested in adding some variety to their warforged characters might find these useful as a house rule.

Feat	Base Weight	Weight Modifier
Adamantine Body	320 lbs.	×6
Darkwood Body	180 lbs.	×2
Mithral Body	180 lbs.	×2
Unarmored Body	225 lbs.	×3

Is a dead warforged character's body subject to sunder attacks, since it is now just an object of wood and metal?

A dead body of any creature (warforged, human, dragon, whatever) is treated as an object, and thus can be damaged using the rules for "Smashing an Object" on page 165 of the *Player's Handbook*.

There are no rules for determining the hardness or hit points of a corpse. Most dead bodies don't have a hardness score, but the creature's DR (if any) should continue to apply against attacks. Use Table 9–9: Substance Hardness and Hit Points and Table 9–11: Object Hardness and Hit Points in the *Player's Handbook* to estimate hit point values for corpses should such situations arise in your game.

Since a warforged paladin is much heavier than a fully-armored human paladin, what paladin mounts do warforged get to choose from?

A warforged paladin can choose any mount available to a normal paladin. Be sure to consult

your prospective mount's carrying capacity to ensure that it can carry your character.

Without gear, an average warforged character weighs about 300 pounds, or about 75 pounds more than an average male human character wearing full plate armor. A heavy warhorse can carry up to 300 pounds as a light load, 600 pounds as a medium load, and 900 pounds as a heavy load. That means that, fully equipped, the warforged paladin probably qualifies as a medium load for the heavy warhorse.

No bonus languages are listed in the racial description of the warforged. What bonus languages are available to a warforged character with a high Intelligence score?

None. According to the *Player's Handbook*, bonus languages from a high Intelligence score are selected from the list found in your race's description (page 12). Since the warforged has no such languages listed, it cannot gain bonus languages from a high Intelligence score.

Some classes offer bonus language options over and above those granted by your race. A warforged cleric, for example, could choose Abyssal, Celestial, and Infernal as bonus languages if it had a high Intelligence score.

Can a changeling take the form of a warforged?

The changeling's minor change shape supernatural ability uses the rules for *disguise self*. This spell allows a human caster to look "like any... human-shaped bipedal creature," so it stands to reason that a changeling could take on the appearance of a warforged (within the normal size limitation of the *disguise self* spell). Of course, the changeling wouldn't gain any of the actual benefits of being a warforged, even though the racial trait isn't an illusory effect.

Can a kalashtar soulknife use quori-embedded shards (*Eberron Campaign Setting*, page 264)? The shards draw on the bearer's psychic energy—which both kalashtar and soulknives demonstrate.

A kalashtar soulknife has no manifester levels, and thus can't use quori-embedded shards. Neither the kalashtar's *mindlink* psi-like ability nor the soulknife's mental powers actually grant a manifester level, and thus the character is ineligible to use quori-embedded shards.

Can a wild elf gain a dragonmark available to elves (such as the Mark of Shadow)?

No.

In the *Eberron Campaign Setting*, subraces are not eligible to select a specific dragonmark associated with the parent race. Since these dragonmarks only appear among the members of "one large extended family" (*Eberron Campaign Setting*, page 63), subraces are considered too unrelated to manifest such marks. For example, despite having the human subtype, illumians (from *Races of Destiny*) are not eligible to select any of the dragonmarks available to humans (Mark of Finding, Mark of Handling, Mark of Passage, and Mark of Sentinel).

Only hill dwarves (known in the Forgotten Realms as shield dwarves) may select the Mark of Warding.

Only high elves (known in the Forgotten Realms as moon elves) may select the Mark of Shadow.

Only rock gnomes may select the Mark of Scribing.

Only lightfoot halflings may select the Mark of Healing or the Mark of Hospitality.

Only half-elves of high elf parentage may select the Mark of Detection or Mark of Storm.

Can a duergar or drow gain the Aberrant Dragonmark feat?

Yes. The Aberrant Dragonmark feat is available to any character with one of the dragonmarked races as a subtype, even if that character is a member of a subrace.

Dragon

339 AD INDEX

PRODUCT	PAGE
3AM Games	Gamer Guide
Alliance Games	35
Ayzenberg/Turbine	Back Cover
Cloud Kingdom Games	Gamer Guide
Crystal Caste	71
Dancing Dragon	Gamer Guide
Dragon Compendium, Vol I	9
GAMA	79
Hit Pointe	Gamer Guide
Malhavoc Press	19
Microsoft	13, Inside Back
Midway Games	20–21
Noble Knight	Gamer Guide
OffWorld Design	11
Pierce Morgan	29
Privateer Press	6–7
Reality Simulations	85
Reaper Miniatures	94–95
Strategicon	Gamer Guide
Take 2 Interactive	Inside front, 3
UT-Bash	Gamer Guide
Wizards of the Coast	17, 75

 by Johnny O'Neal • illustrated by Eric Deschamps

A DIFFERENT PATH

You don't have to clone Robin Hood, Legolas, or Drizzt to be a memorable ranger. The following archetype descriptions provide alternative takes on the ranger class, while the mechanic suggestions and new feats help flesh out each character concept.

Beast Tamer: The beast tamer is an animal trainer extraordinaire, a ranger who shares a particularly deep bond with his animal companion. He studies the natural world in an attempt to better understand beasts and find new animals to train. In his down time he develops new tricks—such as those found in the druid Class Act in DRAGON #323—to teach his charges.

Beast tamers maximize their ranks in Handle Animal, Knowledge (nature), and Ride. They often purchase mounts, birds of prey, or guard dogs before they gain animal companions. Coordinated Strike (from *Races of the Wild*) is an excellent feat for any beast tamer, as is Inspire Beast.

Bounty Hunter: The bounty hunter uses the ranger's tracking and combat skills to pursue sentient prey, usually on behalf of a lawful organization or nation. Often a maverick who feels confined by traditional law-enforcement positions, he becomes a bounty hunter to play a more personal part in bringing criminals to justice. Many bounty hunters play key roles in the development and invention of new ranger spells and equipment designed to capture prey.

Search, Survival, and Use Rope are the most important skills for a bounty hunter. Appropriate feat choices include Disabling Strike, Investigator, and the entire Two-Weapon Fighting feat tree (especially Two-Weapon Defense).

Druid Defender: Druid defenders are rangers who work as escorts and bodyguards for traveling druids, or who venture into civilization to fight on behalf of druid orders. Some might belong to families filled with druids, while others are volunteers drawn from villages near uncultivated lands. Occasionally, druid circles train youths who show more connections to fighting than nature as druid defenders. A few druid defenders dreamed of becoming druids but have more to offer as warriors.

Druid defenders generally choose the Two-Weapon Fighting combat style. Many fight with a heavy melee weapon (such as a battleaxe, flail, heavy mace, or heavy pick) and a spiked shield. Appropriate feats include Combat Expertise, Extend Defense, and Improved Shield Bash.

Guerilla: The guerilla is a ranger who focuses on stealthy wilderness combat. Often affiliated with a particular nation or mercenary group, he is a highly skilled combat and survival specialist trained for long-term wilderness missions far from allies. With careful planning and the element of surprise, guerillas can often overcome superior forces. Working best in small groups of similarly well-trained individuals, guerillas make excellent additions to any adventuring group.

The guerilla tends to maximize his ranks in Climb, Craft (trapmaking), Hide, Jump, and Move Silently. He focuses his feat selection on combat-oriented choices like Combat Reflexes, Concealed Ambush, Far Shot, and Weapon Focus. The archery combat style works best for the hit-and-run tactics of the guerilla.

Keeper: A keeper believes he is blessed by an animal spirit, which

he draws upon to augment his spellcasting abilities. The animal spirits rangers pray to vary by race and culture, but often include mammalian predators and large herbivores, serpents, large reptiles, or predatory marine animals. The keeper's beliefs require him to select a representative of his animal spirit as his animal companion.

The keeper keeps his Concentration, Handle Animal, Listen, and Spot skills maximized. Feat choices run from Blind-Fight and Improved Intuition to Extend Spell and Mystic Companion.

Pioneer: The pioneer is a ranger who explores the wilderness in order to tame it. While he loves uncivilized places as much as any ranger, he works on behalf of his race to establish and protect new settlements. To pioneers, dungeons represent just another frontier and a source of wealth that can be invested in new communities.

Pioneers choose animals, plants, and magical beasts as favored enemies, as they often must tame, subjugate, or kill such creatures in order to clear the wilds for settlers. The pioneer chooses skills that show his mastery over nature, such as Climb, Handle Animal, Ride, Survival, and Swim. Skilled cartographers, pioneers often take the Pathfinder feat.

Feats

Rangers of specific paths and beliefs establish their own new techniques and innovations. Over time these techniques become quantified (in the form of feats) and taught to the younger generations of the appropriate ranger archetype.

Concealed Ambush

You can spring out of hiding to deliver deadly blows to unwitting foes.

Prerequisite: Hide 10 ranks, Move Silently 10 ranks, Point Blank Shot, Precise Shot.

Benefit: You take a –10 penalty on your Hide check to conceal yourself after sniping (see page 76 of the *Player's Handbook*.).

Normal: You take a –20 penalty on your Hide check to conceal yourself after sniping.

Disabling Strike

Your blows have the possibility of stunning your opponents.

Prerequisites: Favored enemy (any humanoid).

Benefit: Whenever you successfully score a critical hit against a humanoid creature humanoid (of a subtype you have selected as a favored enemy), the humanoid is stunned for 1 round unless he succeeds at a Fortitude save (DC 15 + your favored enemy bonus against that creature).

Extend Defense

You can protect an ally from attacks by placing yourself in harm's way.

Prerequisites: Combat Expertise.

Benefit: As a standard action, you can grant an adjacent character a +2 cover bonus to his Armor Class. Any time your ally is struck, however, there is a 50% chance that the blow hits you instead. The bonus and chance of striking you lasts until the beginning of your next turn or the protected character moves more than 5 feet away from you.

Inspire Beast

You can use spoken and nonverbal cues to direct your animal companion, increasing its combat prowess for short periods of time.

Prerequisite: Handle Animal 6 ranks, ability to acquire an animal companion.

Benefit: As a standard action you may make a DC 20 Handle Animal check to inspire your animal companion. Your animal companion must be within 30 feet of you, have line of effect, and be able to hear or see you. Success gives your companion a +3 morale bonus on attack and damage rolls for 1 round.

Mystic Companion

You have a mystic link with your animal companion that enhances your spellcasting abilities.

Prerequisites: Knowledge (nature) 9 ranks, ability to cast 1st-level divine spells, ability to acquire an animal companion.

Benefit: Your caster level for ranger spells increases by 4 as long you have an animal companion and it is within line of sight. This benefit cannot increase your caster level to higher than your ranger level. However, even if you can't benefit from the full bonus immediately, if you later gain more ranger levels, you might apply the rest of the bonus.

If your animal companion dies or you dismiss it, you lose the benefits of this feat until you acquire a replacement companion.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Pathfinder

You possess exceptional direction sense.

Prerequisites: Knowledge (geography) 1 rank, Survival 1 rank, Track.

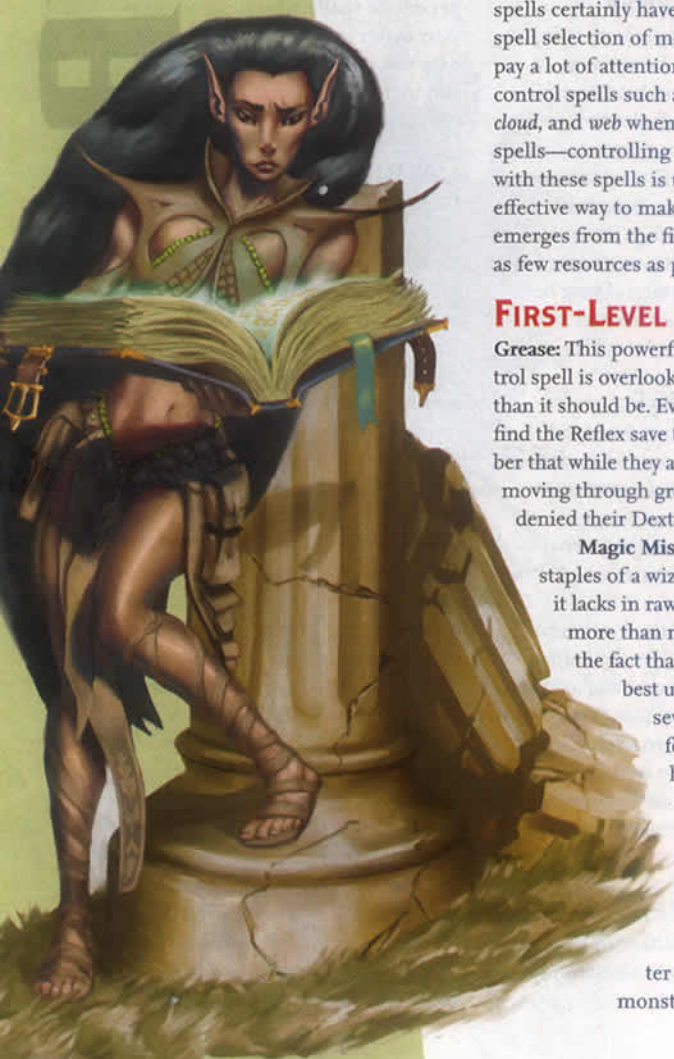
Benefit: You never become lost because of poor visibility or difficult terrain (see page 86 of the *Dungeon Master's Guide*). In addition, you may make a Survival check to reduce travel time through difficult terrain for you and one additional creature per rank in Survival you possess. A successful DC 20 check decreases how much terrain affects movement by 1/4 of your speed (to a maximum movement of 3/4 speed). For example, this level of success allows the character to move at 3/4 speed instead of the normal 1/2 speed in trackless mountains, but even at this level he cannot move more than 3/4 speed on a mountain highway. A DC 30 check decreases how much terrain affects movement by 1/4 of your speed (to a maximum movement of full speed). For example, this level of success allows the character to move at 3/4 speed instead of the normal 1/2 speed in trackless mountains and at full speed on a mountain highway.

by Jesse Decker • illustrated by Eric Deschamps

SORCERER/WIZARD SPELLS

FROM THE PROS

ARCANE



Wizards and sorcerers are blessed with the most powerful spell list in D&D. Because their spell list is the longest, they also have the largest number of underpowered spells. This creates a surprising gulf in power between the arcane caster who has chosen the best spells available and a caster with some of the less efficient spells. When most people think of arcane casters, they think of *fireball*, *lightning bolt*, and other area effect spells. While those spells certainly have a place in the spell selection of most arcane casters, pay a lot of attention to battlefield control spells such as *grease*, *stinking cloud*, and *web* when choosing your spells—controlling the encounter with these spells is usually a more effective way to make sure your party emerges from the fight having spent as few resources as possible.

First-Level Spells

Grease: This powerful battlefield control spell is overlooked much more than it should be. Even if the monsters find the Reflex save trivial, remember that while they are balancing (i.e., moving through grease) they are denied their Dexterity bonus to AC.

Magic Missile: One of the staples of a wizard's offense. What it lacks in raw damage output it more than makes up for with the fact that it always hits. Its best use is to finish off severely wounded foes, especially at high levels. Don't split the missiles unless you're sure that you're going to drop one of the targets, and even then it's better to hit a wounded monster with a missile or three of overkill than run the risk of letting it stand.

Protection from Evil: Although at high levels its numerical bonuses become essentially meaningless, the real power of this spell stems from the line "the barrier blocks any attempt... to exercise mental control over the creature." Barbarians who fail Will saves can drop their wizard buddy faster than you can say "I attack you with my greataxe," so keeping a *protection from evil* on the melee folks is key to surviving encounters with enemy controller-types.

Ray of Enfeeblement: This powerful de-buff remains relevant at every level of play. Since you get more mileage out of de-buffs when you use them early in combat, this is a good spell to lead with (which also decreases the chance that the monster is in melee or has cover from your ray).

Second-Level Spells

False Life: Hit points matter, and *false life* is a very good way to get more. The spell lasts for hours, so no need to waste precious combat actions with this spell.

Glitterdust: Either of this spell's two powerful effects, countering invisibility or area of effect blindness, would be worth casting on its own. Combined, they make for a must-have 2nd-level spell for both wizards and sorcerers.

Mirror Image: A must for a high-level arcane caster's defensive spells. One of the keys to 1 minute/level spells is to try to cast them the round before combat starts. Your DM might not like you casting the spell every time he calls for a Listen check, but think about casting the spell before the group opens that door every one else has crowded around.

Web: This spell stalls even monsters who make their save, forcing

them to slog through webs instead of attacking your group. *Web* can easily isolate opponents, allowing you to focus your attacks on one foe at a time. It is also one of the best ways to slow pursuing monsters if you're trying to escape.

Third-Level Spells

Haste: This spell is more fun for the melee folks than for you, but it's such a potent offensive boost that it's worth casting early in any challenging encounter.

Magic Circle vs. Evil: This spell's long duration and protection against enemy mind controlling effects makes it one of the most important buffs you can put on your low-Will-save frontline fighter types.

Stinking Cloud: While it lacks the flash of other 3rd-level area of effect spells, *stinking cloud* is probably the most potent weapon at this level. Its ability to control the battlefield and remove a large group of foes from the fight for many rounds is incredibly powerful. Remember that while the cloud blocks line of sight, it does not block line of effect, so you can put those *fireballs* right in the middle of the cloud.

Fourth-Level Spells

Dimension Door: Take your party past an ambush. Avoid a trap. Get out of the monster's grapple. *Dimension door* essentially nullifies the environment's ability to influence your (and your party's) movement.

Greater Invisibility: Rogues aren't the only ones who love this spell—cast it on a frontline fighter and it essentially doubles his hit points (because of the 50% miss chance). While it loses some of its potency at high levels when *true seeing*-equipped outsiders become a part of many encounters, it's still a potent tool for punishing those foes who show up without the ability to see invisible creatures.

Ice Storm: Why is this spell good? Just look at the line, "Saving throw: None" and you'll see why.

Fifth-Level Spells

Hold Monster: Since low-Will-save foes tend to come with high Strength scores, this spell can save your party from a tremendous amount of damage. Make sure you pick the right targets for this spell, and don't waste this on enemy spellcasters.

Teleport: This spell changes adventures so much that some find its effects annoying. However, as long as you're getting to and from adventures faster, it just means that you have more time for the fun parts. Just as—if not more—importantly, *teleport* can get your party out of trouble and back to a safe haven or into the healing arms of a high-level cleric.

Wall of Force: What good is a wall? No spell is better at dividing your enemies. Fighting monsters one at a time is much easier than fighting them in groups.

Sixth-Level Spells

Disintegrate: One of the first and most impressive Fort-save-or-die spells on the sorcerer/wizard list, *disintegrate* simply can't be ignored. Like *hold monster*, make sure this spell hits those creatures that it is best against: undead, arcane spellcasters, and other low-Fort-save creatures. For a kill spell, it's also amazingly versatile, allowing you to blow through doors, walls, and just about anything else the dungeon puts in your way.

Greater Dispel Magic: Once you've passed 13th level or so, dispelling is important enough that you want to switch from *dispel magic* to *greater dispel magic*. At levels 11 and 12, however, the 6th-level spell slot is probably better used on something other than a mere +1 or +2 bonus on your dispel checks (compared to *dispel magic*, which only requires a 3rd-level slot).

True Seeing: Typically overshadowed by the less-expensive *see invisibility*, *true seeing* still holds the potential to cut through a lot of DM trickery. For that reason, a scroll of *true seeing* is essential dungeon gear.

Seventh-Level Spells

Mordenkainen's Magnificent Mansion: This spell ensures that you're never ambushed during vulnerable resting periods, and it renders the group immune to poison (by virtue of the included *hero's feast*). In addition, it provides a quick escape from combat.

Spell Turning: An incredible spell that can swing an entire combat. At its best, this spell is a lot like casting two spells: one to negate whatever effect would have landed on you and another to inflict that same effect on your opponent. Plus, its duration is long enough to cast before combat.

Waves of Exhaustion: This no-save cone is a –3 on essentially all of your opponents' attack rolls, damage rolls, and Armor Classes.

Eighth-Level Spells

Mind Blank: By the time you're slinging 8th-level spells, the barbarian's Will save is still pretty abysmal. This spell is a lot like telling your barbarian buddy he won't have to deal with that ever again.

Power Word Stun: This no-save stun is incredible. It's one of the most efficient ways to take out opposing arcane casters.

Ninth-Level Spells

Etherealness: Remove the dungeon's ability to slow you. If your DM doesn't care for this spell's ability to render the dungeon meaningless, just use it for escapes.

Mordenkainen's Disjunction: Because of magic's incredible ability to enhance a creature's power, this spell can have a huge impact on combat. Try not to destroy the loot.

Timestop: At high levels, having the right spells cast before a fight begins can mean the difference between an easy fight and a total party kill. This spell ensures that you can get the spells you need up at the beginning of a fight. It's also fun to cast multiple *summon monster* spells during the *timestop* and surround your foes with hordes of giant earth elementals.

by Stephanie Vergamini • illustrated by Eric Deschamps

THE SIDHE SCHOLAR

Civilized nations have often long forgotten the ancient druidic traditions. These "civilized" people might have even intentionally done away with the tradition and its strange, oft-misunderstood, pagan rites. Those who later pursue this lost knowledge rely more upon crumbling written accounts rather than the wild's natural calling. Scholars of these ancient ways who show enough promise become embraced and "adopted" by trickster fey, learning the old ways anew. Capricious and cruel as only the fey can be, these new druids might eventually discover why the druids of old were put to the sword. The sidhe (pronounced "shee") scholar is an erudite hero who has lost touch with the more mundane tasks of a traditional druid (such as normal care of flora and fauna) in exchange for sylvan power that might prove itself best left to the immortals that refined it.

The fey who usually take these druids under their wings are not your average "fairies." They are not dryads or nixies, grigs or brownies. Instead, the fey who train sidhe scholars are the refined, aristocratic faeries of the Seelie and Unseelie courts. As sleek and dangerous as hunting cats, these fey are incomprehensible beings to whom a human's life holds as much significance as a mayfly's. The faeries of the courts regard humans who wish to learn from and worship them with amusement, approving of their reverent attitudes as appropriate behavior from such inferior beings. As such, they do aid their supplicants readily, but expect much praise and appreciation for their pains.

The sidhe scholar is a more educated character than the archetypical druid. She actually has more in common with wizards than any other character class. A sidhe scholar is not a wizard, though. Despite erudite tendencies, the sidhe scholar is still a divine supplicant: she gains her magical powers through hard work and study, but she cannot cast her spells or perform her other magical abilities based upon her own inner arcane spark like a wizard or even a sorcerer. Instead, like other druids, she must draw upon the powers of nature and the wild lands. In settings with themes of urbanization and turning away from the natural world, the traditions of the original druidic ways are likely lost and must be rediscovered. Hence, the sidhe scholar calls not upon the deities of nature or the raw energy of the wilds themselves, but upon the only beings who remember the old ways well enough to instruct her—the fey.

Like the druid, the sidhe scholar values Wisdom as her most important ability score; bonus spells, spell DCs, and Will save are all extremely important to this magic-oriented variant. Intelligence and Charisma share secondary importance. Ranks in different Knowledge skills and Diplomacy serve her well. Pursuing the forgotten rites of the old druids might be viewed as foolish at best and dangerous at worst, making it important to assuage the fears and superstitions of concerned locals. Dealings with the fey themselves also tend to go much smoother with a high Charisma.

Hit Die: d6

Game Rule Information

The sidhe scholar is a variant druid. Unless otherwise noted, a sidhe scholar advances in the same manner as a druid (same base attack bonus, saving throw bonuses, skill points, and so on). When a character elects to take a level of druid or sidhe scholar, she may not later take levels in the other class. This prevents the character from gaining the benefits of a 1st-level druid twice.

Class Skills: In addition to the class skills of the standard druid, the sidhe scholar also has Knowledge (arcana) as a class skill.

Weapon and Armor Proficiency: The sidhe scholar is only proficient with simple weapons, light armor, and shields (except tower shields), regardless of material composition. The sidhe scholar embraces more of the civilized world than the typical druid, but as a whole spends less time in martial pursuits.

Intelligentsia (Ex): At 1st level, the sidhe scholar gains Skill Focus (Knowledge [nature]) as a bonus feat. The sidhe scholar spends a lot of time in research, and so has a larger knowledge base than most druids.

Wild One (Ex): The sidhe scholar's animal companion is a little more powerful than a standard druid's companion. Thanks to the favor of the fey, the sidhe scholar's animal companion has a bit of sylvan blood in it. The companion is exceptionally fit, sleek, and graceful. The animal companion begins with +1 hit point per Hit Die, +2 Dexterity, and +2 Charisma. Unfortunately, this wild blood makes the animal especially suspicious of humanoids. The animal always has an initial attitude of "unfriendly" around humanoids who aren't its master (to whom it is as loyal as any other animal companion), but other druids or rangers can increase the animal companion's attitude to "neutral" using the wild empathy ability. In addition, the animal refuses to enter a humanoid settlement larger than a thorp. The animal does not leave the druid completely, however, and lurks on the outskirts of the settlement until the druid rejoins it in the wilds.

Blessing of the Fey (Su): At 2nd level, the fey first bestow their gifts upon their willing supplicant, granting a +2 bonus on Knowledge (arcana) and Survival checks.

Sylvan Gifts (Su): Beginning at 4th level, the fey visit the sidhe scholar every night in her dreams, imparting her with magical secrets. The sidhe scholar gains bonus spells as if her Wisdom score were 2 higher than it really is. This does not affect the DCs of her spells.

Otherworldly Shifting (Su): The sidhe scholar's wild shape forms vary greatly in appearance. In her wild shape form (whatever it might be), the sidhe scholar appears alien and strangely beautiful. Her form's pelt or plumage is brightly and unusually colored, with angular features, sharply pointed ears, and almond-shaped faintly glowing eyes adding to the form's alien appearance. Even though she has a set number of forms she can take, her forms never appear the same way twice. Every time she uses her wild shape ability, her form has some new random element, although it always tends toward being slightly smaller and leaner than a typical example of the animal's kind. In short, the sidhe scholar who has wild shaped rarely blends in with her form's natural kin.

Dark Moon's Secret (Su): Few fey are inherently evil, but even the most good-aligned sylvan creature possesses a wicked sense of humor, to say nothing of an inhuman mind and set of abilities. The sidhe scholar can only muster a pale imitation of a fey's true abilities, and most fey find dark humor in watching the "foolish mortal" metaphorically stumble about in an attempt to mimic their innate magical powers. Some are so amused that they decide to add more kindling to the fire, bestowing alien powers upon the druid perhaps best left unknown. At 6th level, the sidhe scholar adds the Evil domain spell list to her druid spell list.

Sylvan Craft (Su): If a promising pupil, the sidhe scholar learns from her faerie tutors the arts of item creation. At 12th level, the sidhe scholar gains Craft Staff as a bonus feat. The staffs she creates are abstractly beautiful, asymmetrical, ornate, and utterly alien in appearance. In the heat of creation the sidhe scholar ignores all else, snatching only enough scraps of food and sleep to stay alive. This allows her to create a staff in half the normal amount of time.

THE SIDHE SCHOLAR

Level	Special
1st	Intelligentsia, nature sense, wild one
2nd	Blessing of the fey
3rd	
4th	Sylvan gifts
5th	Otherworldly shifting, wild shape (1/day)
6th	Wild shape (2/day), dark moon's secret
7th	Wild shape (3/day)
8th	Wild shape (Large)
9th	Venom immunity
10th	Wild shape (4/day)
11th	Wild shape (Tiny)
12th	Sylvan craft
13th	A thousand faces
14th	Wild shape (5/day)
15th	Wild shape (Huge), timeless body
16th	Wild shape (elemental 1/day)
17th	
18th	Wild shape (6/day, elemental 3/day)
19th	
20th	

THE MEANING OF SIDHE

Sidhe (pronounced "shee") is a Gaelic word meaning "people of the hill." Descendants of the Tuatha De Danaan, the sidhe were a fairy folk said to live in Ireland and the Highlands of Scotland.

by Luke Fleeman • illustrated by Eric Deschamps

HEXBLADE CURSES

The hexblade is a new standard class introduced in *Complete Warrior*. A warrior with a penchant for curses and a gift for spellcasting, the hexblade offers an alternative for warriors, foregoing a fighter's diversity for the ability to use arcane magic. The hexblade acts in many ways as the arcane equivalent of the divine warriors—the paladin and ranger.

FEATS

The hexblade's most visible and unique ability is the curse. With his curse the hexblade reduces the potency of his enemies, causing them to suffer penalties in combat. Hexblade experimenters have developed and codified a number of new abilities based on their ability to curse. Some of these abilities modify a hexblade's curse and are known as hex feats.

Unless otherwise noted, the new curse ability provided by a hex feat has a duration of 1 hour, as with the normal hexblade's curse. Taking a hex feat gives the hexblade greater flexibility, as he can choose to use his normal curse or the new curse granted by the hex feat. The alternative curse granted by a hex feat affects its target differently depending on the curse's level (hexblade's curse, greater hexblade's curse, and dire hexblade's curse).

CURSE OF DISTRACTION [HEX]

Your hexblade's curse can distract your opponent, making spellcasting difficult for him.

Prerequisites: Any other hex feat, curse ability.

Benefit: When using your hexblade's curse ability, your victim must make a Concentration check in order to cast a spell. As a hexblade's curse the DC equals 15 + spell level. As a greater hexblade's curse the DC equals 20 + spell level. As a dire hexblade's curse the DC equals 25 + spell level.

CURSE OF FAILURE [HEX]

Choose a saving throw. Your hexblade's curse reduces your victim's ability to succeed with those saves.

Prerequisite: Curse ability.

Benefit: When using your hexblade's curse ability, you may choose to impose a –4 penalty on the saves of the chosen saving throw attempted by your victim. As a greater hexblade's curse the penalty increases to –6. As a dire hexblade's curse the penalty becomes –8.

CURSE OF IGNORANCE [HEX]

Choose two skills. Your hexblade's curse can reduce your victim's ability to use those skills.

Prerequisite: Curse ability.

Benefit: When using your hexblade's curse ability, you may choose to impose a –5 penalty on all skill checks of the chosen skills made by your victim. As a greater hexblade's curse the penalties increase to –10. As a dire hexblade's curse the penalties become –15.

CURSE OF PARANOIA [HEX]

Your hexblade's curse causes your victim to become paranoid, forcing him to watch his back for enemies that don't exist.

Prerequisites: Any other hex feat, curse ability.

Benefit: When using your hexblade's curse ability, the bonus your allies receive due to flanking increases to +3 against your victim. As a greater hexblade's curse the bonus increases to +4. As a dire hexblade's curse the bonus increases to +6.

Curse of Sloth [Hex]

Your hexblade's curse can slow your victim.

Prerequisites: Any other hex feat, curse ability.

Benefit: When using your hexblade's curse ability, you can choose to cut your victim's movement by one-quarter (round down). This affects all his forms of movement. As a greater hexblade's curse you cut his movement in half. As a dire hexblade's curse you cut his movement by 3/4 speed (minimum 5 feet).

Curse of the Stricken [Hex]

Your hexblade's curse hampers your enemy's armor.

Prerequisites: Any other two hex feats, curse ability.

Benefit: When using your hexblade's curse ability, you can reduce the protective quality of your victim's armor. As a hexblade's curse the victim's armor bonus decreases by –2 (minimum +0 armor bonus). As a greater hexblade's curse the victim's armor bonus decreases by –4 (minimum +0 armor bonus). As a dire hexblade's curse the victim's armor bonus decreases by –6 (minimum +0 armor bonus).

Curse of the Softened Blade [Hex]

Your hexblade's curse hampers your enemy's weapons.

Prerequisites: Any other two hex feats, curse ability.

Benefit: When using your hexblade's curse ability, you can reduce the potency of one of your victim's weapons. As a hexblade's curse the cursed weapon deals –2 points of damage (minimum 1 point of damage). As a greater hexblade's curse the weapon deals –4 points of damage (minimum 1 point of damage). As a dire hexblade's curse the weapon deals –6 points of damage (minimum 1 point of damage).

Empower Curse [Hex]

Your curses are more potent.

Prerequisites: Curse ability.

Benefit: Your hexblade's curse bestows penalties 1 point greater than normal. Thus, your hexblade's curse imposes –3 penalties instead of –2 penalties, your greater hexblade's curse imposes –5 penalties instead of –4 penalties, and your dire hexblade's curse imposes –7 penalties instead of –6 penalties.

Extend Curse [Hex]

Your hexblade's curse lasts significantly longer.

Prerequisites: Curse ability.

Benefit: Your hexblade's curse lasts for one day.

Normal: Your hexblade's curse lasts for 1 hour.

Extra Curse [General]

You can use your hexblade's curse more often.

Prerequisites: Curse ability.

Benefit: You may use your hexblade's curse ability one extra time per day.

Special: You may take this feat multiple times. Its effect stacks.

Foe of the Unlucky [Hex]

You may use your manipulation of bad luck to hamper your foes.

Prerequisites: Curse ability.

Benefit: You may spend a daily use of your hexblade's curse ability to force an enemy who just confirmed a critical hit to reroll his confirmation roll. He must take the result of the second roll. You may not use this ability more than once per round.

New Armor and Weapon Special Abilities

While valuable warriors, hexblades shine due to their special abilities. Hexblades wasted little time creating weapons and armors that utilize these unique gifts.

Bladejinx: *Bladejinx* is an armor special ability. *Bladejinx* armor harnesses the hexblade's power to manipulate fortune. A hexblade wearing *bladejinx* armor can, up to three times per day, force an enemy who just confirmed a critical hit to reroll his confirmation roll. The foe must take the result of the second roll.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, creator must be a hexblade; Price +2 bonus.

Hexburst: Hexburst is a weapon special ability. A hexburst weapon can channel the power of the hexblade's curse directly into damage. Any time a hexblade scores a critical hit with a hexburst weapon he may expend a daily use of his hexblade's curse to deal an additional +2d6 points of damage. He may only expend one daily use of his hexblade's curse in this manner.

Faint evocation; CL 5th; Craft Magic Arms and Armor, creator must be a hexblade; Price +1 bonus.

Vexing: Vexing is a weapon special ability. When wielded by a hexblade, a vexing weapon allows the wielder to transfer some or all of the weapon's enhancement bonus into a penalty on an opponent. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon. He must then succeed at a touch attack against his intended target. If he succeeds at this touch attack he deals no damage but instead applies the penalty he has chosen to his target. This penalty affects the target's attack rolls, skill checks, ability checks, and Armor Class. The penalty lasts until the end of the wielder's next turn.

Strong necromancy; CL 14th; Craft Magic Arms and Armor, *bestow curse*; Price +1 bonus.

Nodwick

by Aaron Williams
www.nodwick.com

"The Dungeon Master of my life shows no mercy." – Common gamer proverb

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UH-OH! JOE'S NEW BOSS HAS BEEN DEFEATED. LUCKILY, JOE IS OFFERED RESURRECTION FOR GIVING UP HIS MEAL.
ALSO, THE ADVENTURERS WOULD LIKE DIRECTIONS TO THE NEAREST TOWN, SINCE THEY'RE LOST...
JOE RETURNS TO HIS PEOPLE!* IT'S BEEN A LONG DAY AND JOE DESERVES A LITTLE REST...
* ORCS BREED AND REBUILD INCREDIBLY FAST.
HIS PEOPLE WELCOME JOE BACK IN THE ONLY WAY THEY KNOW HOW, WHEN SOMEONE IS SEEN WITH THOSE WHO WRECKED THEIR HOMES.
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NEVER AGAIN WILL I HAVE TO SLAVE DAYS OVER A GAME, CREATING ADVENTURES, OR SPEND HOURS ON LAST-MINUTE REVISIONS AND CHANGES!
ONCE AGAIN, THE SPEED OF TECHNOLOGY IS ASTOUNDING!
NOW I CAN DOWNLOAD ADVENTURES, SUPPLEMENTS AND GAMES...
...ALMOST AS QUICKLY AS MY PLAYERS CAN RUIN THEM...
KOVALIC

ZOGONIA
By Tony
Glop Glop
WHERE SHOULD I PUT KEV'S DEAD BODY?
OVER THERE, ON THE FLOOR.
SOON..
OH GOD... WAS I KILLED?
YOU WERE SQUASHED BY A STONE BLOCK. I USED AN EXPENSIVE RESURRECTION CHARGE FROM MY ORB OF LIFE TO BRING YOU BACK.
HERE IS A REPLACEMENT SWORD. WE NEED YOUR HELP FIGHTING THE STONE GOLEM IN THE NEXT CHAMBER.. READY?
WHOA! THE TEETH I LOST IN A BARFIGHT LAST YEAR ARE BACK! ...AND MY ARMS ARE--WOW! ALL MY UGLY, JAGGED COMBAT-SCARS ARE GONE !!
AND...MY FACE FEELS SMOOTH! NO MORE CUTS, BURNS OR ACNE SCARS! MY WHOLE BODY IS BRAND-FRIKKIN-NEW!!
THANKS FOR RESURRECTING ME, DOMATO. I ALWAYS THOUGHT YOU WERE TOO UNTRUSTWORTHY TO DO IT, BUT YOU DID IT.
PAT PAT
ENOUGH TALKING! THERE IS A GOLEM IN THE NEXT ROOM THAT NEEDS DESTROYING!
WELL? ...WHAT ARE YOU WAITING FOR?
ARE YOU OUT OF YOUR MIND? Y-YOU WANT ME TO RISK DAMAGING MY BRAND-NEW SKIN?!
KRAK
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